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IMPLEMENTATION OF BASIC SOFTWARE FOR
SIGNIFICANT DIGIT ARITHMETIC

by
Steven See Sun Lai

June, 1972



DEPARTMENT OF COMPUTER SCIENCE
UNIVERSITY OF ILLINOIS AT URBANA-CHAMPAIGN · URBANA, ILLINOIS

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CHAPTER 1

INTRODUCTION

Automatic error control has been studied and implemented since the late fifties (15). Over the past decade refinements have been made and further analytic results have come to light (4, 5, 8, 9, 16). It appears that the state of the art suggests that designers and implementers should try to embed these rules into their software systems. This provided the motivation for this thesis, which was to implement the rules of "unnormalized significant digit arithmetic" of Metropolis (15, 9) and Ashen-hurst (2, 4) and embed them in the array language OL/2 (20). However, these software packages are also adaptable to other compatible software systems, since they are written in assembly language for the IBM 360/370 machines.

Numerical errors in digital computation arise from three principle sources: "inherent" errors which result from inaccurate data, "analytic" errors which result from replacing an infinite process with a finite process, and "generated" errors which result from using finite-precision arithmetic (1). Often, computed results are reported without specifying their accuracy because inherent and generated errors have been treated rather lightly. Presently, most floating-point arithmetic is performed in normalized form which leads to the retention of nonsignificant digits in final computed results. There is no control of

significant digits when experimental data is used as input. Even with precise input, ill-conditioning or instability in the programmed algorithm may cause erosion of precision, thus a specification of error or significance should accompany output numbers.

As a consequence of its practical importance, analytical investigations into, as well as implementation of, significance control has been made by several earlier investigators on several different machines. Notable among these are Gardiner and Metropolis (10), Goldstein (11), Ashenhurst (3), and Bright (7). Each agree to the two rules of significant digit arithmetic: (1) for addition and subtraction, the resulting exponent is equal to the larger of the input exponents, and (2) for multiplication and division, the number of significant digits in the result is equal to that of the less significant operand. They differ, however, in their implementations of the internal representation of significant digit numbers. Because each machine employed a different exponent base, corresponding significant adjustment rules for library functions also reflect this difference.

All numerical quantities may be regarded as either exact or approximate. However, the finite presentation of number in computer requires a further characterization. If an exact number can be represented in some preassigned number of digits (the computer word length), then it is said to be precise. Other exact numbers belong to the approximate class are called

imprecise. Using these two categories and base of two, Gardiner and Metropolis (9) introduced the ABC (analyzed binary computation) form of arithmetic. The goals of ABC arithmetic are: (1) to determine if the computed result is precise or unprecise, and (2) to specify the number of significant digits in the imprecise result. Thus, ABC arithmetic uses the rules of significant digit arithmetic and defines an additional set of rules for combining both precise and imprecise numbers. Whenever we use the term "significant digit arithmetic" we mean to include the new rules of ABC arithmetic as well. The present work follows the approach of Gardiner and Metropolis (9), except that the base two rules must be replaced by base sixteen rules, since the implementation is for the IBM 360/370 machines.

Overview of the Thesis

The next chapter defines the basic rules for combining precise and imprecise numbers in the context of ABC arithmetic. Two kinds of zeroes, true and relative, are also discussed in this context, along with the internal format for imprecise and precise numbers.

Chapter 3 discusses the significant digit adjustment rules for elementary functions. In particular, Richtmyer's adjustment rule for functions is derived. The discussion follows the rules that were prescribed by Ashenhurst (4), with suitable changes for base sixteen rather than base two numbers.

The fourth chapter explains the format of input/output for precise and imprecise numbers. The significance number base conversion algorithms of Kanner (13) will be presented.

Chapter 5 briefly explores some extensions to the present work, and also some of the problems which the uninitiated user must be aware of when using significance arithmetic.

CHAPTER 2

PRECISE/IMPRECISE ARITHMETIC

2.1 Unnormalized Floating Point Numbers

A floating point number may be represented by a pair (e, f) , where e is the integral exponent and f the real valued fraction part. Most of today's computers use normalized arithmetic in which the floating point number has its non-zero fractional part satisfying $r^{-1} \leq f < r^0$, where r is the number base. This format alone cannot specify the number of significant digits in the fraction. By unnormalizing the number, it is possible to convey the significant digits in the fraction, since $(e + m, r^{-m}f)$ represents the same number as (e, f) for any integer m . The integer m describes the number of leading zeroes in the fraction. By definition, therefore, imprecise numbers are represented internally as unnormalized numbers with at least one leading zero. Precise numbers, on the other hand, are represented internally as normalized numbers. This distinction between precise and imprecise numbers forms the basis for the rules of ABC arithmetic (9) which are discussed subsequently.

2.2 True Zero and Relative Zero

In significant digit arithmetic there are two kinds of zeroes: relative zero, which has no significant digits and true zero, which has an infinite number. Both zeroes have zero fractional parts, and obviously, there is no sign attached to the

fractions. True zero is designated by using the smallest machine representable exponent, in general, this is just the usual machine representation of zero. Relative zero, on the other hand, may have any exponent value. Clearly, the rules for operating with these two zeroes is quite different. True zero is a precise number in the sense that it acts like zero. In contrast, relative zero is a degenerate imprecise number with no significant digits but with an exponent field that indicates an "order of magnitude." Since relative zero contains some information about a number besides complete loss of significance, it seems appropriate to consider separate rules for operating with it. It should be clear that a relative zero may occur during a computational process as the result of very basic operations. For instance, a relative zero may occur when two nearly equal imprecise numbers are subtracted. If the original operands had a large exponent, then the relative zero has a large exponent. This indicates that a relative zero is not necessarily close to zero, but is merely a bound on the result.

2.3 Internal Representation of Numbers

The present work was implemented on a IBM 360/75 computer using long floating point numbers. These numbers use 64 bits: 7 bits for the base 16 exponent and 57 bits for the fraction. (See Figure 1.) The zero-th bit is used for the sign of the fraction. The exponent is represented in excess-64 code with limits of -63 and +64. True zero has an exponent of -64 and has zeroes in all 64 bits. (This is the standard floating point

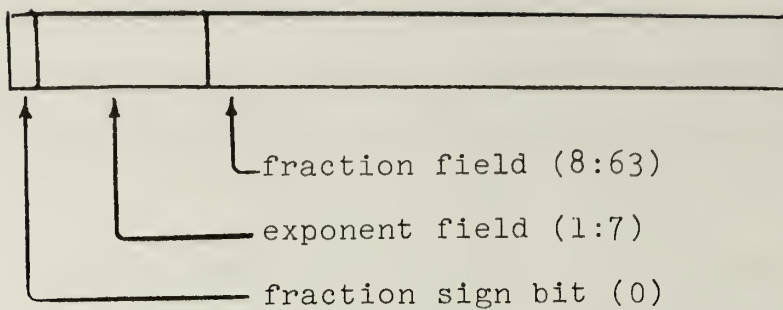
zero.) Relative zero is represented by a zero fraction, a zero in the sign position, and arbitrary exponent e in the range $-63 \leq e \leq 63$. The sign of relative zero is neither positive or negative.

A precise number is represented as normalized floating point number with 14 hexadecimal digits in the fractional part. Only precise numbers are normalized. The range of IBM's long floating point number is from 10^{-77} to 10^{+75} .

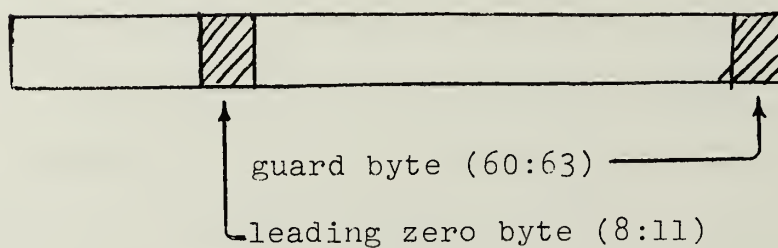
Since an imprecise number is an approximate quantity, it is represented with fewer fractional digits. The first 4-bit fractional byte is always zero and the last hexadecimal digit is always defined to be a nonsignificant guard byte. Thus, the imprecise fractional field uses the middle 12 hexadecimal digits. Because imprecise numbers are unnormalized, they can only represent numbers between 10^{-77} and 10^{+49} . The guard byte is used in input/output conversion and also serves as a guard against round-off errors. Kanner (13) points out that if input conversion followed by output reconversion is to be an identity operation at least one guard bit must be kept. Because the exponent base is sixteen, it is necessary in this implementation to use an entire byte of 4 bits.

2.4 Base Operations

In this section the operations of addition (including subtraction), multiplication, and division in ABC arithmetic are described. If one of the operands is imprecise, then the result is imprecise or a relative zero. The significant digit rules are



a) IBM 360/370 long floating point format



b) Imprecise number

Figure 1. Internal number format

used for imprecise numbers. Let $X_1 = (e_1, f_1)$ and $X_2 = (e_2, f_2)$ be the operands, and $X_3 = (e_3, f_3)$ the results, then the rules of significant digit arithmetic are defined as follows:

1. For addition or subtraction $e_3 = \max \{e_1, e_2\}$,
2. For multiplication or division $m_3 = \max \{m_1, m_2\}$

where m is the number of leading zeroes in the fraction. If a zero fraction results, the exponent of the relative zero is fixed according to the rules of regular arithmetic. That is, in addition e_3 is the maximum exponent of operands, in multiplication e_3 is the algebraic sum of the exponents, and in division e_3 is the difference between the exponent of the numerator and the exponent of the denominator. There are some obvious problems with using the 360/370 floating point arithmetic. If the unnormalization of imprecise numbers is not possible, then the ABC arithmetic routines signal exponent overflow. This is why imprecise numbers have an upper limit of 10^{+49} instead of the 10^{+75} of the precise number.

A necessary but not sufficient condition for a precise result is that both operands are precise. The result would be imprecise if it cannot be represented exactly in the long floating point word. For multiplication and division, the low order part of the immediate product is generated and examined for any non-zero bits. (The 360/370 machines generate only the higher order part.) Since the product is almost twice the length of input operand, a quick test for a precise multiply is to check if both precise inputs are contained in the short floating point

number format which has 32 bits and 6 hexadecimal fractional digits. For addition, the precise check is to subtract the result by the operand with the larger exponent. This subtraction would have no shifting of fraction to align the exponents. The result is then compared with the other input operand. If they are not equal, fractional digits were lost in the addition; so the result is imprecise. The special case of a true zero resulting from the subtraction of the precise number by itself is checked by comparing the input fractional digits for equality.

As noted earlier, true zero is the zero element in ABC arithmetic. In addition, it is the identity element. A true zero product results if one of the operands is a true zero. Division by true zero is signaled as a divide exception and a true zero dividend results in a true zero quotient.

On the other hand, the rules for operating with relative zero are very different. If both operands are relative zeroes, then the exponent of the resulting relative zero exponent must be adjusted. In extreme cases, an exponent overflow in a relative zero raises an error condition while an exponent underflow is replaced with the smallest relative zero. In multiplication and division, the result is generally a relative zero if one of the operands is a relative zero. It is interesting to note that the quotient of a non-zero divided by a relative zero is defined as a relative zero. In this case, multiplication of quotient and divisor does not give the dividend.

Table 1
ABC Multiplication

	O_T	O_R	X_I	X_P
O_T	O_T	O_T	O_T	O_T
O_R	O_T	O_R	O_R	O_R
X_I	O_T	O_R	$O_R:X_I$	$O_R:X_I$
X_P	O_T	O_R	$O_R:X_I$	$X_I:X_P$

O_T = true zero X_I = imprecise non-zero

O_R = relative zero X_P = precise non-zero

Table 2
ABC Division

	O_T	O_R	X_I	X_P
O_T	∞	∞	∞	∞
O_R	O_T	O_R	O_R	O_R
X_I	O_T	O_R	$O_R:X_I$	$O_R:X_I$
X_P	O_T	O_R	$O_R:X_I$	$X_I:X_P$

O_T = true zero X_I = imprecise non-zero

O_R = relative zero X_P = precise non-zero

The addition of a relative zero and non-zero may have either an imprecise result or a relative zero. If the exponent of the non-zero operand is greater than or equal to the exponent of the relative zero, then the sum is imprecise. In particular, if the non-zero operand is precise, then the sum is the rounded imprecise representation of the precise non-zero operand; if the non-zero operand is imprecise, then the sum is the imprecise non-zero operand adjusted (signifying loss of significant digits) by the difference of exponents of the non-zero operand and relative zero. Clearly, if the exponent of the relative zero is greater than the exponent of the non-zero operand, then the sum is just the relative zero.

Table 3

ABC Addition and Subtraction

	O_T	O_R	X_I	X_P
O_T	O_T	O_R	X_I	X_P
O_R	O_R	O_R	$O_R:X_I$	$O_R:X_I$
X_I	X_I	$O_R:X_I$	$O_R:X_I$	$O_R:X_I$
X_P	X_P	$O_R:X_I$	$O_R:X_I$	$O_T:X_I:X_P$
<hr/>				
O_T	= true zero		X_I	= imprecise non-zero
O_R	= relative zero		X_P	= precise non-zero

The rules just described for significant digit are arithmetic implemented in assembly language as subroutines. The entry point names are @ OL2ADD, @ OL2SUB, PIMPY, and PIDIV. (See Appendix B for the program listings.) Each routine employs a round on the digit to shift off due to unnormalization of the result to the correct number of significant digits.

There are some problems with significant digit arithmetic using unnormalized numbers. One aspect will be discussed here and others will be treated in Chapter 5. The significance rule for multiplication and division calls for retention of the same number of significant digits as in the operand with the fewest number of significant digits. This rule can result in the loss of significant digits. For instance, consider the following multiplication: $01 \times 09 = 09$ and $09 * 09 = 81$. In both cases, the rule specifies one significant digit. For the first case, it is correct; however, in the second case the second digit "1" would be discarded. Thus, a corrective shift or an auxiliary rule is necessary for multiplication and division. The auxiliary rule for multiplication is: if $e_3 = e_1 + e_2$, then $m_3 = m_3 - 1$, where e_i 's are the exponents of the normalized operands. This corrective right shift for multiplication results in gaining one significant digit. Since division is the inverse operation of multiplication, the division auxiliary rule is: if $e_3 = e_1 - e_2$, then $m_3 = m_3 + 1$. Here the corrective left shift in division results in losing a significant digit.

Routines @ OL2MPY and @ OL2DIV are identical to PIMPY and PIDIV except for the incorporation of the above auxiliary rules.

The next chapter will examine the rules of significant digit arithmetic for elementary functions using base sixteen.

CHAPTER 3

ADJUSTMENT RULES FOR FUNCTIONS

3.1 Function Error Propagation

Let F be a function of one argument and let (e_1, f_1) be the argument value at which F is to be evaluated. Clearly, this requires the specification of two functions, g and h :

$$f_2 = g(e_1, f_1)$$

$$e_2 = h(e_1, f_1)$$

such that $r^{e_2} f_2 = F(r^{e_1}, f_1)$. This relation, however, does not imply anything concerning the number of significant digits in the result (e_2, f_2) since $(e_2 + m, r^{-m} f_2)$ also satisfies it. The adjustment criteria must be based on further considerations.

Given a number (e_1, f_1) , let f_1 be regarded as an approximation to some true value f_1^T . The error in the function of the argument is defined by $\delta_1 = f_1 - f_1^T$, while the error in fraction of the function is defined by $\delta_2 = g(e_1, f_1) - g(e_1, f_1^T)$. If we use the generalized mean value theorem, then we have the estimate $|\delta_2| = \alpha |\delta_1|$. The error propagation associated with a given g is thus expressible in the terms of the "amplification factor" α . This is the procedure which is described by Ashenhurst (4).

Adjustment of the function value (e_2, f_2) is made so that α is within a factor of 16 (since we are using base sixteen) of

of any predetermined value. If α is approximately one, then an adjustment is said to be in accordance with a "significant digit" criterion. Notice that this does not imply that all the computed digits of f_2 are actually significant. Rather, it means that the error in f_2 due to the error in f_1 is of the same order of magnitude in terms of the adjustment used. Both f_1 and f_2 contain roughly the same number of "non-significant" digits.

3.2 Propagation of Relative Error: Richtmyer Adjustment Rule

Suppose x is a number approximating a true value x^T not equal to zero. The relative error between the approximate and true values may be defined as $r(x) = (x - x^T)/x^T$. Similarly, the relative error in the function F may be defined as $r_F(x) = (F(x) - (F(x^T)))/F(x^T)$. If $F(x)$ is differentiable at x , then $r_F(x) = (F'(x) (x - x^T))/F(x^T)$. Using the definition of $r(x)$, we have $r_F(x) = (x^T F'(x) r(x))/F(x^T)$. If $(x - x^T)$ is small, we replace x^T with x to get:

$$r_F(x) = \frac{x F'(x)}{F(x)} r(x).$$

By definition $16^{-m-1} \leq |f| < 16^{-m}$, thus it follows that $16^m |\delta| < |\frac{\delta}{f}| < 16^{m+1} |\delta|$. Since this inequality may be applied to both the argument and function values, using respectively $f_1, m_1, 1$, and $f_2, m_2, 2$, we can write

$$16^{m_2-m_1-1} \left| \frac{\delta_2}{\delta_1} \right| < \left| \frac{\delta_2 f_1}{\delta_1 f_2} \right| < 16^{m_2-m_1+1} \left| \frac{\delta_2}{\delta_1} \right|.$$

Thus,

$$\begin{aligned}
 \left| \frac{\delta_2 f_1}{\delta_1 f_2} \right| &= \left| \frac{16^{e_2} \delta_2}{16^{e_2} f_2} \times \frac{16^{e_1} f_1}{16^{e_1} \delta_1} \right| \\
 &= \left| \frac{F(x) - F(x^T)}{F(x)} \times \frac{x}{x - x^T} \right| \\
 &\approx \left| \frac{r_F(x)}{r(x)} \right|
 \end{aligned}$$

provided that δ_1 and δ_2 are sufficiently small. An approximate inequality which holds to a first order approximation may be formed:

$$\frac{\alpha}{16} < 16^{m_1 - m_2} \left| \frac{x F'(x)}{F(x)} \right| < 16\alpha$$

which is equivalent to

$$16^{m_1 - m_2 - 1} \left| \frac{x F'(x)}{x} \right| < \alpha < 16^{m_1 - m_2 + 1} \left| \frac{x F'(x)}{x} \right|$$

The above inequality bounds α as a function of the argument x and the adjustment $(m_2 - m_1)$. Taking the base 16 logarithm of all members of the inequality (this is permissible since \log_{16} is a monotonic increasing function) gives

$$\log_{16} \left| \frac{x F'(x)}{F(x)} \right| - \Delta m - 1 < \log_{16} \alpha < \log_{16} \left| \frac{x F'(x)}{F(x)} \right| - \Delta m + 1.$$

With a "significant digit" criterion $\alpha=1$ the above inequality can be written as

$$-1 < \log_{16} \left| \frac{x F'(x)}{F(x)} \right| - \Delta m < 1.$$

Thus, an approximate adjustment criterion is

$$\Delta m \approx \log_{16} \left| \frac{x F'(x)}{F(x)} \right|.$$

R. D. Richtmyer had suggested the above adjustment rule for unnormalized arithmetic as well as for functions. The above deviation is identical to the one of Ashenhurst (4) except base 2 was replaced by base 16.

Notice that in actuality Δm is between -1 and +1 (base 16), a defect which Ashenhurst points out can be troublesome since it implies that $16^{-1} < \alpha \leq 16$. He shows, however, that if it is assumed that $16^{m_1} f_1$ is uniformly distributed in the interval $(16^{-1}, 16)$ the expected value of α is unity. Therefore, on the average, Richtmyer's Rule provides the optimal adjustment.

3.3 Application of Richtmyer's Adjustment Rule

This section investigates the adjustment rules for various functions in base 16. The difference between corresponding function adjustment rules for base 16 and base 2 will be explained.

Raising to a power, $F(x) = x^n$, where n is any number gives:

$$\Delta m = \log_{16} \left| \frac{x(n x^{n-1})}{x^n} \right| = \log_{16} |n|$$

Since for the most practical purposes $|n| \ll 16$, an approximate adjustment rule is $\Delta m = 0$. For $n=1$ and $n=2$, the adjustment rule is $m_2=m_1$, which means that the number of leading zeroes in the normalized fraction remains unchanged. For the square root function where $n=1/2$, the adjustment rule must be also $m_2=m_1$ to conform to that of square function. However, in base 2,

$\Delta m = \log_2 |n|$ dictates $m_2 = m_1 - 1$ for $n = 1/2$ and $m_2 = m_1 + 1$ for $n = 2$. Therefore, the adjustment in base 16 is relatively coarse compared to base 2. That is, in base 2 we would actually adjust m for small values of n , whereas in base 16 the adjustment would be unnecessary.

For exponentials and logarithms, $F(x) = a^x = e^{x \ln a}$,

Richtmyer's Rule specifies

$$\begin{aligned} \Delta m &= \log_{16} \left| \frac{x(a^x \ln a)}{a^x} \right| \\ &= \log_{16} |x| + \log_{16} |\ln a| \end{aligned}$$

Recalling $16^{-m_1-1} \leq |f_1| < 16^{-m_1}$, the adjustment Δm may be expressed as either $\Delta m = (e_1 - m_1 - 1) + \log_{16} |\ln a|$ or as $\Delta m = (e_1 - m_1) + \log_{16} |\ln a|$. Once again, if a uniform distribution of $16^{m_1} f_1$ is assumed, these two equations may be averaged to give $\Delta m = e_1 - m_1 - 1/2 + \log_{16} |\ln a|$. Thus, the adjustment rule for an arbitrary a is $m_2 = e_1 - 1/2 + \log_{16} |\ln a|$. Clearly, the right hand side of the equation must be rounded to an integer. In a similar fashion, the logarithm function $F(x) = \log_a(x)$ where $x > 0$ should be adjusted by the rule: $m_2 = e_1 + 1/2 - \log_{16} |\ln a|$. Notice that the only difference of adjustment rules for exponentials and logarithms is the factor of one-half.

More complicated functions such as trigonometric functions, hyperbolic functions, and the error function may be expressed as a power series in x . As examples, consider the following

expansions with $0 \leq x \leq \pi/4$:

$$\cos x = 1 - \frac{x^2}{2!} + \frac{x^4}{4!} + \dots$$

$$\sin x = x - \frac{x^3}{3!} + \frac{x^5}{5!} + \dots$$

If we assume as Ashenhurst does that the error in the function can be approximated by the error in the first term of the series, the sine can be thought of as a power series in x and the cosine can be thought of as a power series in x^2 . Using the previous derived rule for $F(x) = x^n$, namely,

$$m_2 = m_1 + \log_{16} |n|$$

we have for sine ($n=1$) $m_2=m_1$ and for cosine ($n=2$)

$m_2 = m_1 + \log_{16} 2$. The last adjustment rule can be approximated by $m_2=m_1$. Ashenhurst derived the cosine adjustment in base 2 as $m_2 = 2e_1 - m_1$. Again, this difference is due to the different bases used. Using the first term for an approximation, the adjustment rule $m_2=m_1$ also holds for hyperbolic functions, exponential functions, and the error functions.

Significant digit function routines have been implemented as subroutines which call the corresponding IBM PL/1 library functions. Ashenhurst in (4) suggested this strategy of carrying out the function computation by normalized and then adjusting the result at the end. The adjustment rules for imprecise arguments for functions in base 16 falls into two equations--either $m_2=m_1$ or $m_2 = |e_1|$.

Table 4
ABC Function Rules

Function	Base 2 Adjustment	Base 16 Adjustment
Sin	$m_2 = m_1$	$m_2 = m_1$
Cos	$m_2 = 2e_1 - m_1 $	$m_2 = m_1$
Tan	$m_2 = m_1$	$m_2 = m_1$
Square Root	$m_2 = m_1 - 1$	$m_2 = m_1$
Exponent: e^x	$m_2 = e_1 - 1 $	$m_2 = m_1$
Log_e	$m_2 = e_1 $	$m_2 = e_1 $
Log_{10}	$m_2 = e_1 + 1 $	$m_2 = e_1 $
Log_2	$m_2 = e_1 $	$m_2 = e_1 $
Sinh	$m_2 = m_1$	$m_2 = m_1$
Cosh	$m_2 = 2e_1 - m_1 $	$m_2 = m_1$
Tanh	$m_2 = m_1$	$m_2 = m_1$
Arctan	$m_2 = m_1$	$m_2 = m_1$
Error Function	$m_2 = m_1$	$m_2 = m_1$
Complement Error Function	$m_2 = m_1$	$m_2 = m_1$

The previous discussion assumed the arguments were imprecise or true zero. The subroutines (except for the square root) always return an imprecise number even when the argument is precise. The justification for this action is that values of the function can only rarely be represented as a precise,

number, for instance, $\sin 30^\circ = .5$ and $\cos 0^\circ = 1$. For a relative zero argument, the argument exponent is examined. If the exponent is positive, the same relative zero is returned for the function value. Relative zeroes with non-positive exponents are treated as if the argument is near zero. In particular, an imprecise one with one significant digit is returned for the exponential, cos, cosh, and error functions, while a relative zero with exponent of +14 is returned for the sine, tan, sinh, tanh, arctan, and complement error functions. An error condition is signaled when relative zeroes with non-positive exponents are arguments to the log functions. For the square root function, the same relative zero is returned as the functional value. This implementation of relative zero as an argument for the above functions does not account for repeated functional evaluations with relative zero. Thus, the treatment of relative zero should be studied further and refined.

This completes the discussion of implemented significant digit adjustment rules for functions. The next chapter is concerned with the input and output convention for precise and imprecise numbers.

CHAPTER 4

INPUT AND OUTPUT

This chapter will deal with the problems of input and output. We shall also discuss algorithms for number base conversion as described by Kanner (13) for significant digit arithmetic.

4.1 Objectives of Significant Digit I/O

The main objective of I/O for significant digit arithmetic is to obtain a faithful representation of significance under the operation of base conversion from binary to decimal, as well as the inverse of this operation. For instance, the number 2.00 on input should be immediately converted on output (without any intervening computation) as 2.00, and not, say, as 1.99. Kanner points out this can be achieved only if at least one guard bit is maintained in the floating point fraction. In this implementation, as already pointed out, a guard byte (4 bits) is always available. This multipurpose guard byte, whose bits are considered to be nonsignificant, also serves to separate accumulated rounding error from the error inherent to the computation. Since I/O is part of the human-computer interfacing problem, there should be ample diagnostic aids to help the user interpret the computer outputs. The I/O routines of the present work were written with the above objectives in mind.

4.2 Decimal to Binary Conversion

The following algorithms of Kanner (13) are based upon the strategy that correct significance can be retained in the conversion of integers. Briefly, the procedure involves multiplying the number by that power of ten which is necessary to express the significant portion as an integer, then this integer is converted to its intermediate internal representation in the desired number system, and finally, this result is divided by the same power of ten.

The following discussions have been adapted to base 16 instead of base 2 as discussed in Kanner (13). The binary representation of N can be obtained from the decimal integer representation $w_1w_2\dots w_{n-1}w_n$ by considering the following scheme: $a_0=0$, $a_i=10a_{i-1} + w_i$, $N=a_n$. The long floating point number (64 bits) implementation dictates, for efficiency, the use of floating point hardware instead of the general registers (32 bits). Each w_i can be represented as a floating point number with leading zeroes up to the right most hexadecimal digit and with an exponent of C , where C is the total number of fractional digits. (For the 360/370 long floating point number, C is 14.) This scheme, in effect, allows fixed point (integer) arithmetic to be performed with floating point hardware.

We now consider the algorithm to convert any decimal number to binary while retaining significant digits. Let $N = \pm x_1x_2\dots x_j.y_1y_2\dots y_k * 10^E$. Clearly, $(j+k)$ must be less or equal to D , the maximum number of decimal digits permitted.

(D is 15 for 370/360). The signs of N and E are saved. Next, the integers $|E|$, k , and $x_1x_2\dots x_jy_1y_2\dots y_R$ are converted to binary using the previous algorithm. If it is possible to introduce a guard digit, then I, the binary representation of $x_1x_2\dots x_jy_1y_2\dots y_R$ is then adjusted.

The next step is to multiply I by the quantity 10^{E-k} using significant digit (SD) arithmetic. In this way, the final number will have the same significance as the original number. This step can be separated into three cases, depending upon the sign and magnitude of E. The cases are:

(1) $E \geq 0$. Let $ES = I - k$. For $ES < 0$, divide I by $10^{|ES|}$. For $0 \leq ES < M$, where M is the maximum representable power of ten, multiply I by $10^{|ES|}$. (Because of unnormalization, M is 49 for an imprecise number while M is 63 for a precise number.)

(2) $-M \leq E < 0$. Divide I by $10^{|E|}$ and then divide the result by 10^k .

(3) $E < -M$. Divide I successively by 10^M , $10^{|E|-M}$, and 10^k . In this case, E has the lower bound of smallest representable exponent. (For the present work, E must be equal or greater than -63.)

All the operations in the above three cases are performed in significant digit arithmetic. The last step is to attach the proper algebraic sign to the number.

4.3 Binary to Decimal Conversion

Let g be the number of guard digits in the fractional part of the floating point number. (In the present work, imprecise numbers have one guard digit and precise numbers have none.)

The first step is to convert the original number to a significant integer multiplied by a power of ten. There are three cases depending on x , the exponent of the number to be converted.

(1) $x \geq (C-g)$. Let $ES = x - (C-g)$ and $E(n)$ denote the exponent of the normalized binary representation of 10^n . The original number is divided by 10^n , where n is chosen such that $E(n) - 1 \leq ES < E(n+1)$. If the exponent of the quotient is less than $(C-g)$, then the number is divided instead by 10^{n-1} . After conversion of the significant integer to decimal, the result is the decimal integer times 10^n or 10^{n-1} .

(2) $(C-g) - G \leq x < (C-g)$, where G is the maximum representable exponent in the floating point number. The original number is multiplied by 10^n , where n is chosen such that $E(n-1) < ES \leq E(n)$. If the exponent of the product is less than $(C-g)$, the number is multiplied instead by 10^{n+1} . The result is the converted integer times 10^{-n} or 10^{-n-1} .

(3) $x < (C-g) - G$. The number is multiplied by 10^M , where M is the maximum representable power of ten. Then the resulting product is treated as in case (2) above. Here the result is the converted integer times 10^{-p-M} , p is the power of ten used in the second multiplication.

Finally, if a decimal point is to be inserted in any desired position, the power of ten is modified accordingly.

4.4 The I/O Routines

The input and output of imprecise numbers conform to the conventions that are used for PL/1 E and F formats. The special symbol P is used to distinguish precise numbers from imprecise numbers, e.g., 1.00P and -1.23P+01. Like PL/1, the maximum number of digits per item allowed is 15, due to the computer word length. The I/O routines consist of three modules: OL2PILK, which accepts the input numbers as character strings in the PL/1 GET LIST manner, OL2PICF, which converts character strings into long floating number, and OL2PIFD, which converts the internal numbers into character strings for output. Both OL2PICF and OL2PIFD perform an operation with a ten of power, as described by Kanner, in two successive steps in the ten's place and then in the one's place to preserve precise numbers. It was found that a precise number multiplied by 10^{23} became imprecise, but the same precise number multiplied by 10^{20} and 10^3 remained precise. This is a result of the computer word length used.

Besides returning the correct significance for a number on output, OL2PIFD also supplies other information to interpret the number. There is significance pointer to indicate the last significant digit of the output number. This is useful, for example, when a user does not want to output all significant digits of a number. A common user error is to specify an insufficient field width for output. In this case an error flag is returned along with as much of the number as possible. For

output of arrays it is also useful to have indicators for a maximum significant digit count and a maximum field width. This allows the user to analyze his array output with respect to maximum significance and field width. Each of these considerations are valuable and contribute to a reliable and useful significant digit I/O package.

CHAPTER 5

DISCUSSION

Precise and imprecise arithmetic, as described up to this point, can be used to carry out more complicated mathematical operations. However, separate routines to handle operations with complex numbers and matrices may be advisable. Further investigation is needed to study the effects of correlated errors with imprecise numbers. More significance rules may be required or perhaps, the present significant rules must be modified.

5.1 Matrix

Most matrix operations consist of a series of inner products of vectors. The inner product subroutine OL2PIVP was written to extend ABC arithmetic to matrix operations. Following the same approach of the significant functions, the addition and multiplication are done normalized. At the end, the result is unnormalized to the correct number of significant digits by keeping a count of the maximum number of leading zeroes encountered. In this way, the resulting inner product is more accurate because of less round-off errors with normalized numbers.

5.2 Complex Numbers

A complex number can be represented as a number with real and imaginary parts. Routines using the approach of the inner product can extend ABC arithmetic to include complex numbers. Some definitions are necessary: a complex number is precise if

and only if both real and imaginary parts are precise; the significance of a complex number is that of the less significant part; a complex true zero consists of two real true zeroes.

The possibility of a relative zero part and non-zero part must be studied and appropriate definitions implemented.

5.3 Some Problems with Significant Digit Arithmetic

The adjustment rules for imprecise numbers are based on the assumption that their associated errors are statistically independent. If their errors are correlated, the resulting imprecise number may have a representation which is not a reliable measure of significance. An example of correlated error is found in the multiplication of an imprecise number by itself. The resulting product should be more significant since the approximation error was squared. The auxiliary rule for multiplication attempts to correct this situation by increasing the number of significant digits by one. Similarly, repeated summation of an imprecise number by itself, under the present adjustment rule, would allow the number of significant digits to increase. A combination of these correlated errors can be found in the vector norm operation. Thus, correlated errors in significant digit arithmetic should be studied.

To complete the implementation of significant digit arithmetic, routines to compare two operands are needed. Detection of a relative and true zero is done by check for zero fraction. If the exponent is also all zero, then the number is a true zero. To compare two relative zeroes, the exponents are examined.

Since relative zeroes have no significant digits, only the exponents of a non-zero and a relative zero can be compared. True zero would always be "lower" than any number which is not a true zero. Care must be taken to avoid using the guard bits of an imprecise number in a compare. After removing the guard bits and normalizing, comparison of imprecise numbers can be made. Finally, precise numbers are compared with any special treatment.

As noted in Chapter 3, the present implementation of functional values for relative zero arguments did not account for the possibility of repeated function evaluations using relative zeroes. Each function should be studied separately to provide a more comprehensive treatment of relative zero arguments and correlated errors in functional evaluations in significant digit arithmetic.

There are other methods of error monitoring. The interval arithmetic of Moore (19) also provides error bounds on computed results. Metropolis (17) gives techniques of analyzing algorithms in unnormalized arithmetic. Computational errors are also discussed in (21). Metropolis (9) states ". . . different algorithms for the same problem give different representations is connected with the observation that mathematically equivalent approaches are not computationally equivalent." Significant digit arithmetic is one way to aid the error analysis of a computational algorithm. It is hoped that present implementation will aid further study and experimentation with imprecise numbers and significant digit arithmetic.

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APPENDIX A
EXAMPLES OF SIGNIFICANT DIGIT ARITHMETIC

APPENDIX A

This appendix contains several examples of significant digit arithmetic. Each program illustrates how a software system may generate the necessary linkage or CALLS to the basic significant digit routines. The unnormalized significance output was provided by OL2PIFD. The significance pointer is the position of the last significant digit, counting from the leftmost position of the field. This significance pointer can also return negative numbers: -3 for true and relative zeroes, -2 for insufficient field width (severe error), and -1 to indicate that not all of the significant digits in the fraction were displayed for the given field width (warning error). The information in the significance pointer may be incorporated in a more elaborate I/O routine which can place a marker such as the underscore character under the last significant digit of an output item.

```

NEWTON: PROC OPTIONS(MAIN);

```

```

1  NEWTON:  PROC OPTIONS(MAIN);
2  DCL OL2PILK ENTRY RETURNS ( CHAR(32) VAR );
3  DCL OL2PICF ENTRY ( CHAR(32) VAR) RETURNS ( FLOAT BIN(53));
4  DCL OL2PIFD ENTRY ( FLOAT BIN (53),
   /* UNNORMALIZED # */
   FIXED BIN (15), /* FIELD WIDTH */
   FIXED BIN (15), /* FRACTIONAL DIGITS*/
   FIXED BIN (15), /* EORFLAG */
   FIXED BIN (15) ) /* U3_NUMBER */
   RETURNS ( CHAR(120) VAR ); /* NUMBER IN CHAR */
5  DCL (W,D,EORFLAG,UBNUM) FIXED BIN(15), NUMBER CHAR(32) VAR;
6  DCL @OL2MPY ENTRY(FLOAT BIN(53),FLOAT BIN(53) )
   RETURNS (FLOAT BIN(53));
7  DCL @OL2DIV ENTRY(FLOAT BIN(53),FLOAT BIN(53) )
   RETURNS (FLOAT BIN(53));
8  DCL @OL2ADD ENTRY(FLOAT BIN(53),FLOAT BIN(53) )
   RETURNS (FLOAT BIN(53));
9  DCL (HALF,A,Z,X) FLUAT BIN(53);
10 DCL A_CHAR CHAR(32) VAR;
11 DCL INTHEX ENTRY (FLOAT BIN(53)) RETURNS (CHAR(16));
12 DCL A_IN_HEX CHAR(16);
13 DCL IHCHAR CHAR(16);
14 ON ENDFILE(SYSIN) GOTO FINIS;
15 GET DATA (W,D,EORFLAG);
16 PUT DATA (W,D,EORFLAG);
17 HALF = 0.5E+00; /* PRECISE ONE-HALF */
18 LOOP: PUT PAGE LIST('NEWTON METHOD FOR SQUARE ROOT OF A NUMBER');
19 GET LIST(NSTEP); /* READ IN THE NUMBER OF STEPS */
20 A_CHAR= OL2PILK; A = OL2PICF(A_CHAR); /* READ A P/I # */
21 PUT SKIP(2); PUT DATA(A_CHAR);
22 A_IN_HEX = INTHEX(A);
23 PUT SKIP(2); PUT DATA(A_IN_HEX); PUT SKIP(4);
24 PUT EDIT ('NORMALIZED',INTERNAL HEX',
25 'UNNORMALIZED',SIGNIFICANCE')
26 (COL(09),A,COL(40),A,COL(68),A,COL(100),A);
27 PUT EDIT ('REPRESENTATION',REPRESENTATION',
28 'SIGNIFICANCE REPRESENTATION',POINTER')
29 (COL(07),A,COL(39),A,COL(61),A,COL(103),A);
30 /* NEWTON'S METHOD: X = 0.5*(A/X + X); FOR X = SQRT(A); */
31 X = A;
32 DO I-STEP = 1 BY 1 TO NSTEP;
33 Z = @OL2DIV(A,X);
34 Z = @OL2ADD(Z,X);
35 X = @OL2MPY(HALF,Z);
36 NUMBER = OL2PIFD ( X , W,D,EORFLAG,UBNUM);
37 IHCHAR = INTHEX( X );
38 PUT SKIP(2); PUT DATA {X};
39 PUT SKIP(0) EDIT (IHCHAR,NUMBER,UBNUM)
40 (CCL(38),A(16),X(10),A(24),X(10),F(10) );
41 END;
42 GO TO LOOP;
43 FINIS: PUT SKIP LIST ('END_OF_FILE');
44 END NEWTON;

```


NEWTON METHOD FOR SQUARE ROOT OF A NUMBER

A_CHAR='3.141500000';

A_IN_HEX='4600000324395810';

NORMALIZED REPRESENTATION	INTERNAL HEX REPRESENTATION	UNNORMALIZED SIGNIFICANCE REPRESENTATION	SIGNIFICANCE POINTER
X= 2.07074999955296E+00;	450J002121CAC080	2.0707500000	22
X= 1.793916591210290E+00;	450J001C83E1E230	1.7939165912	22
X= 1.772556418552994E+00;	450J001C5C641E80	1.7725564186	22
X= 1.772427718271501E+00;	450J001C58002AC8	1.7724277183	22
X= 1.772427713498473E+00;	450J001C58002980	1.7724277135	22
X= 1.772427713614888E+00;	450J001C58002988	1.7724277136	22
X= 1.772427713498473E+00;	450J001C58002980	1.7724277135	22
X= 1.772427713614888E+00;	450J001C58002988	1.7724277136	22
X= 1.772427713498473E+00;	450J001C58002980	1.7724277135	22
X= 1.772427713614888E+00;	450J001C58002988	1.7724277136	22

NEWTON METHOD FOR SQUARE ROOT OF A NUMBER

A_CHAR='3.141592653';

A_IN_HEX='46000003243F6A86';

NORMALIZED REPRESENTATION	INTERNAL HEX REPRESENTATION	UNNORMALIZED SIGNIFICANCE REPRESENTATION	SIGNIFICANCE POINTER
X= 2.070796326501294E+00;	450J002121F85430	2.0707963265	22
X= 1.793945156154222E+00;	450J0001C83FFD608	1.7939451562	22
X= 1.772582582663744E+00;	450J0001C5C7F8DE0	1.7725825827	22
X= 1.772453855373896E+00;	450J0001C58F892E8	1.7724538554	22
X= 1.772453850717283E+00;	450J0001C58F891A8	1.7724538507	22
X= 1.772453850717283E+00;	450J0001C58F891A8	1.7724538507	22
X= 1.772453850717283E+00;	450J0001C58F891A8	1.7724538507	22
X= 1.772453850717283E+00;	450J0001C58F891A8	1.7724538507	22
X= 1.772453850717283E+00;	450J0001C58F891A8	1.7724538507	22
X= 1.772453850717283E+00;	450J0001C58F891A8	1.7724538507	22
X= 1.772453850717283E+00;	450J0001C58F891A8	1.7724538507	22

SINHPRGM: PROC OPTIONS(MAIN);

```

1  SINHPRGM:  PRDC OPTIONS(MAIN);
2  DCL OL2PILK ENTRY RETURNS ( CHAR(32) VAR );
3  DCL OL2PICF ENTRY ( CHAR(32) VAR) RETURNS ( FLOAT BIN(53)); /* UNNORMALIZED # */
4  DCL OL2PIFD ENTRY ( FLOAT BIN(53), /* FIELD WIDTH */
5  FIXED BIN(115), /* FRACTIONAL DIGITS */
6  FIXED BIN(115), /* EDRLAG */
7  FIXED BIN(115) ) /* UB_NUMBER */
8  RETURNS ( CHAR(120) VAR ); /* NUMBER IN CHAR */
9  DCL (W,D,EORFLAG,UNUM) FIXED BIN(15), NUMBER CHAR(120) VAR;
10 DCL @OL2ADD ENTRY(FLOAT BIN(53),FLOAT BIN(53) )
11 RETURNS (FLOAT BIN(53));
12 DCL @OL2SUB ENTRY(FLOAT BIN(53),FLOAT BIN(53) )
13 RETURNS (FLDAT BIN(53));
14 DCL @OL2MPY ENTRY(FLOAT BIN(53),FLDAT BIN(53) )
15 RETURNS (FLOAT BIN(53));
16 DCL T(11) FLOAT BIN(53) STAT(C; /* TEMP VARIABLES */
17 DCL (X,Y,PTWO,Z) FLOAT BIN(53) STATIC;
18 DCL X_CHAR CHAR(32) VAR, Y_CHAR CHAR(32) VAR;
19 DCL @LSHLS ENTRY ( FLOAT BIN(53) ) RETURNS ( FLOAT BIN(53) );
20 DCL @LSHLC ENTRY ( FLOAT BIN(53) ) RETURNS ( FLOAT BIN(53) );
21 DCL INTHEX ENTRY (FLDAT BIN(53)) RETURNS (CHAR(16));
22 DCL INCHAR CHAR(16);
23 DCL X_INTHEX CHAR(16), Y_INTHEX CHAR(16);
24 ON ENDFILE(SYSIN) GDID FINIS;
25 GET DATA (W,D,EORFLAG);
26 PUT DATA (W,D,EORFLAG);
27 PTWO = 2-0E+00; /* PRECISE TWO */
28 LOOP: PUT PAGE LIST('SINH(X*Y)+SINH(X-Y) = 2.0P*COSH(Y)*SINH(X)');
29 X_CHAR = OL2PILK; X = OL2PICF(X_CHAR);
30 Y_CHAR = OL2PILK; Y = OL2PICF(Y_CHAR);
31 X_INTHEX = INTHEX(X);
32 Y_INTHEX = INTHEX(Y);
33 PUT SKIP(2); PUT DATA(X_CHAR,X_INTHEX);
34 PUT SKIP(2); PUT DATA(Y_CHAR,Y_INTHEX);
35 /* SINH ID: SINH(X+Y) +SINH(X-Y) = 2.0P*COSH(Y)*SINH(X); */
36 T(1) = @OL2ADD(X,Y); /* SINH */
37 T(2) = @LSHLS( T(1) ); /* SINH */
38 T(3) = @OL2SUB(X,Y); /* SINH */
39 T(4) = @LSHLS( T(3) ); /* COSH */
40 T(5) = @LSHLC(Y); /* COSH */
41 T(6) = @LSHLS(X); /* SINH */
42 T(7) = @OL2MPY(PTWO,T(5));
43 T(8) = @OL2MPY(T(7),T(6)); /* RHS */
44 T(9) = @OL2ADD( T(2),T(4) ); /* LHS */
45 T(10) = @OL2SUB( T(8),T(9) );
46 PUT SKIP(2);
47 PUT EDIT ('NORMALIZED','INTERNAL HEX',
48 'UNNORMALIZED','SIGNIFICANCE',
49 (CDL(J9),A,CDL(40),A,CDL(68),A,CDL(100),A);
50 PUT EDIT ('REPRESENTATION','REPRESENTATION',
51 'SIGNIFICANCE REPRESENTATION','POINTER')

```

SINHPRGM; PROC OPTIONS(MAIN);

```

46      (COL(07),A,COL(39),A,COL(61),A,COL(103),A);
47      ON 1 = 1 BY 1 TO 10;
48      NUMBER = OL2PIFD ( T(1), W,D,EORFLAG,UBNUM);
49      PUT SKIP(2); PUT DATA (T(1));
50      (HCHAR = INTHEX( T(1));
51      PUT SKIP(10) EDIT ((HCHAR,NUMBER,UBNUM)
      (COL(38),A(16),X(10),A(24),X(10),F(10) );
      ENO;
      GOTU LOOP;
      FINIS: PUT SKIP LIST ('ENO_OF_FILE');
      END SINHPGM;

```

$$\sinh(x+y) + \sinh(x-y) = 2 \cdot \operatorname{op}(\cosh(y)) \cdot \sinh(x)$$

X_CHAR='-2.71' X_INTHEX='C8000000000002B5C';

Y_CHAR='-3.14' Y_INTHEX='C8000000000003230';

	NORMALIZED REPRESENTATION	INTERNAL HEX REPRESENTATION	SIGNIFICANCE REPRESENTATION	UNNORMALIZED SIGNIFICANCE REPRESENTATION	SIGNIFICANCE POINTER
T(1)=-5.849853515625000E+00;		C800000000005099	-5.850	E+00	8
T(2)=-1.735898437500000E+02;		CC0000000000AD97	-1.7359	E+02	9
T(3)= 4.299316406250000E-01;		480000000000006E1	4.30	E-01	7
T(4)= 4.433593750000000E-01;		48000000000000718	4.43	E-01	7
T(5)= 1.157226562500000E+01;		48000000000008928	1.1572	E+01	9
T(6)=-7.480957031250000E+00;		C800000000007782	-7.481	E+00	8
T(7)= 2.314453125000000E+01;		4800000000017250	2.3145	E+01	9
T(8)=-1.731445312500000E+02;		CC0000000000A025	-1.7314	E+02	9
T(9)=-1.731445312500000E+02;		CC0000000000AD25	-1.7314	E+02	9
T(10)= 0.000000000000000E+00;		4C00000000000000	0.000000000000E+14		-3

$\sinh(X+Y) + \sinh(X-Y) = 2.0P * \cosh(Y) * \sinh(X)$			
$X_CHAR = 100.99^\circ$			
$Y_CHAR = 10.45^\circ$			
$X_INTHEX = 4800000000064FD7^\circ$			
$Y_INTHEX = CB00000000000733^\circ$			
	NORMALIZED REPRESENTATION	INTERNAL HEX REPRESENTATION	SIGNIFICANCE POINT
T(11)=	1.005400390625000E+02;	48000000000648A4	10
T(12)=	2.306501939463504E+43;	6E00000000108C6	9
T(13)=	1.014399414062500E+02;	480J00000006570A	10
T(14)=	5.672541084808736E+43;	6E0J000000028820	8
T(15)=	1.101562500000000E+00;	4C0000000000011A	7
T(16)=	3.617133503696191E+43;	6E00000000019F3A	9
T(17)=	2.203125000000000E+00;	4C00000000000234	7
T(18)=	7.970774162756061E+43;	7000000000000393	6
T(19)=	7.979043024272240E+43;	6E00000000000393F3	8
T(110)=	0.000000000000000E+00;	7000000000000000	-3
	UNNORMALIZED SIGNIFICANCE REPRESENTATION		
	1.00540	E+02	10
	2.3065	E+43	9
	1.01440	E+02	10
	5.673	E+43	8
	1.10	E+00	7
	3.6171	E+43	9
	2.20	E+00	7
	8.0	E+43	6
	7.979	E+43	8
	0.0000000000000E+57		-3

$\sinh(X+Y) + \sinh(X-Y) = 2.0P * \cosh(Y) * \sinh(X)$
 $X_CHAR = '.1P'$ $X_INTHEX = '4101997995999999A';$
 $Y_CHAR = '.2P'$ $Y_INTHEX = '4103333333333333333';$

	NORMALIZED REPRESENTATION	INTERNAL HEX REPRESENTATION	UNNORMALIZED SIGNIFICANCE REPRESENTATION	SIGNIFICANCE POINTER
T(1) =	3.0C000C000000000E-01;	4104CCCCCCCCCCCC	3.00000000000000E-01	19
T(2) =	3.045202934471420E-01;	4104DF50AB052E4A	3.04520293447143E-01	19
T(3) =	-9.999999999999985E-02;	C101999999999999	-1.00000000000000E-01	19
T(4) =	-1.001667500198439E-01;	C1019A4873378598	-1.00166750019844E-01	19
T(5) =	1.020066755619076E+00;	4201052318481EEA	1.02006675561908E+00	19
T(6) =	1.001667500198441E-01;	41015A487337859C	1.00166750019844E-01	19
T(7) =	2.040133511238153E+00;	42020A4630963D04	2.04013351123815E+00	19
T(8) =	2.043535434272951E-01;	41034508389D78B1	2.04353543427299E-01	19
T(9) =	2.043535434272987E-01;	41034508389D78AF	2.04353543427299E-01	19
T(10) =	4.440892098500626E-16;	4103000000000002	1. E-15	4

MATRIXHPY: PROC OPTIONS(MAIN);

```

1  MATRIXHPY: PROC OPTIONS(MAIN);
2  DCL OL2PIVP ENTRY I FLOAT BIN(53), /* X(1) */
3  FIXED BIN(15), /* Y(1) */
4  RETURNS I FLOAT BIN(53); /* LENGTH OF VECTORS */
5  DCL OL2PIVK ENTRY RETURNS ( CHAR(32) VAR ); /* INNER PRODUCT */
6  DCL OL2PICF ENTRY ( CHAR(32) VAR) RETURNS ( FLOAT BIN(53));
7  DCL OL2PIED ENTRY ( FLOAT BIN(53), /* UNNORMALIZED # */
8  FIXED BIN(15), /* FIELD WIDTH */
9  FIXED BIN(15), /* FRACTIONAL DIGITS */
10 FIXED BIN(15), /* EORFLAG */
11 FIXED BIN(15) ) /* US_NUMBER */
12 RETURNS ( CHAR(120) VAR ); /* NUMBER IN CHAR */
13 DCL (W,D,EORFLAG,UBNUM) FIXED BIN(15), NUMBER CHAR(120) VAR;
14 DCL INTHX ENTRY (FLOAT BIN(53)) RETURNS ICHAR(16);
15 DCL INHCHAR CHAR(16);
16 ON ENDFILE(SYSTN) GOTO FINIS;
17 GET DATA (W,D,EORFLAG); PUT DATA (W,D,EORFLAG);
18 LOOP: PUT PAGE LIST('MATRIX' MULTIPLY USING THE OL2PIVP ROUTINE');
19 GET LIST(N); /* THE ORDER OF THE SQUARE MATRICES */
20 NSQ = N*N;
21 PUT SKIP(2); PUT DATA(N);
22 /* MATRIX_A * MATRIX_B = MATRIX_C; */
23 DCL A(256) FLOAT BIN(53);
24 DCL B(256) FLOAT BIN(53);
25 DCL C(256) FLOAT BIN(53);
26 /* NOTE: READ IN MATRIX A ROW-WISE THEN B COLUMN-WISE. */
27 PUT SKIP(1) LIST I'THE ELEMENTS OF MATRIX A ARE:';
28 DO I = 1 BY 1 TO NSQ;
29 INPUT_CHAR = OL2PIVK;
30 INPUT_IN_HEX = INTHX(A(I));
31 PUT SKIP(2); PUT DATA(INPUT_CHAR, INPUT_IN_HEX);
32 END;
33 PUT SKIP(1) LIST I'THE ELEMENTS OF MATRIX B ARE:';
34 DO J = 1 BY 1 TO NSQ;
35 INPUT_CHAR = OL2PIVK;
36 INPUT_IN_HEX = INTHX(B(J));
37 PUT SKIP(2); PUT DATA(INPUT_CHAR, INPUT_IN_HEX);
38 END;
39 PUT PAGE LIST('MATRIX MULTIPLY USING THE OL2PIVP ROUTINE');
40 ISTEP = 1;
41 DO I = 1 BY N TO NSQ;
42 DO J = 1 BY N TO NSQ;
43 C(ISTEP) = OL2PIVP I A(I), B(J), N );
44 ISTEP = ISTEP + 1;
45 END;
46 END;
47 PUT SKIP(4);
48 PUT EDIT ('NORMALIZED',INTERNAL HEX',
'UNNORMALIZED','SIGNIFICANCE')

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49      (COL(09),A,COL(40),A,COL(68),A,COL(100),A);
      PUT EDIT ('REPRESENTATION', 'REPRESENTATION',
        'SIGNIFICANCE REPRESENTATION', 'POINTER')
      (COL(07),A,COL(39),A,COL(61),A,COL(103),A);
      DO I = 1 BY 1 TO NSQ;
      NUMBER = OL2P(FDIC(1),W,D,EORFLAG,UBNUM);
      HCHAR = INTHC(1);
      PUT SKIP(2); PUT DATA (C(1));
      PUT SKIP(0) EDIT ((HCHAR,NUMBER,UBNUM)
        (COL(38),A(16),X(10),A(24),X(10),F(10) );
      END;
      GOTO LOOP;
      FIN(S: PUT SKIP LIST ('END_OF_FILE');
      END MATRXMPY;
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MATRIX MULTIPLY USING THE CL2PIVP ROUTINE

N= 2;

THE ELEMENTS OF MATRIX A ARE:

INPUT_CHAR='.1P' INPUT_IN_HEX='4101999999999999A';
INPUT_CHAR='.2P' INPUT_IN_HEX='41033333333333333';
INPUT_CHAR='.3P' INPUT_IN_HEX='4104CCCCCCCCCCCCCD';
INPUT_CHAR='.4P' INPUT_IN_HEX='410666666666666666';

THE ELEMENTS OF MATRIX B ARE:

INPUT_CHAR='.5P' INPUT_IN_HEX='4080000000000000';
INPUT_CHAR='.7P' INPUT_IN_HEX='41083333333333333';
INPUT_CHAR='.6P' INPUT_IN_HEX='41099999999999999A';
INPUT_CHAR='.8P' INPUT_IN_HEX='410CCCCCCCCCCCCCD';

NORMALIZED REPRESENTATION	INTERNAL HEX REPRESENTATION	SIGNIFICANCE UNNORMALIZED REPRESENTATION	SIGNIFICANCE POINTER
C(1)= 1.8959999999999999E-01;	41030A3070A3070A	1.9000000000000000 E-01	18
C(2)= 2.1999999999999999E-01;	4103851E8851E885	2.2000000000000000 E-01	18
C(3)= 4.2959999999999999E-01;	4106E147AE147AE1	4.3000000000000000 E-01	18
C(4)= 5.0000000000000000E-01;	4108000000000000	5.0000000000000000 E-01	18

MATRIX MULTIPLY USING THE OL2PIVP ROUTINE

N= 3;

THE ELEMENTS OF MATRIX A ARE:

INPUT_CHAR='1P' INPUT_IN_HEX='41100000000000000000';
INPUT_CHAR='2P' INPUT_IN_HEX='41200000000000000000';
INPUT_CHAR='3P' INPUT_IN_HEX='41300000000000000000';
INPUT_CHAR='4.000' INPUT_IN_HEX='48000000000000000000';
INPUT_CHAR='5.000' INPUT_IN_HEX='4A000000000000000000';
INPUT_CHAR='6.000' INPUT_IN_HEX='4A000000000000000000';
INPUT_CHAR='7P' INPUT_IN_HEX='41700000000000000000';
INPUT_CHAR='8P' INPUT_IN_HEX='41800000000000000000';
INPUT_CHAR='9P' INPUT_IN_HEX='41900000000000000000';

THE ELEMENTS OF MATRIX B ARE:

INPUT_CHAR='1P' INPUT_IN_HEX='41100000000000000000';
INPUT_CHAR='4.0' INPUT_IN_HEX='4C000000000000000000';
INPUT_CHAR='7P' INPUT_IN_HEX='41700000000000000000';
INPUT_CHAR='2P' INPUT_IN_HEX='41200000000000000000';
INPUT_CHAR='5.00' INPUT_IN_HEX='48000000000000000000';
INPUT_CHAR='8P' INPUT_IN_HEX='41800000000000000000';
INPUT_CHAR='3P' INPUT_IN_HEX='41300000000000000000';
INPUT_CHAR='6.000' INPUT_IN_HEX='4A000000000000000000';
INPUT_CHAR='9P' INPUT_IN_HEX='41900000000000000000';

NORMALIZED REPRESENTATION	INTERNAL HEX REPRESENTATION	UNNORMALIZED SIGNIFICANCE REPRESENTATION	SIGNIFICANCE POINTER
C(1)= 3.000000000000000000E+01;	4D00000000000000001E0	3.0 E+01	5
C(2)= 3.600000000000000000E+01;	4C00000000000002400	3.600 E+01	7
C(3)= 4.200000000000000000E+01;	48000000000002A000	4.2000 E+01	8
C(4)= 6.600000000000000000E+01;	4D0000000000000420	6.6 E+01	5
C(5)= 8.100000000000000000E+01;	4C0000000000005100	8.100 E+01	7
C(6)= 9.600000000000000000E+01;	4C0000000000006000	9.600 E+01	7
C(7)= 1.020000000000000000E+02;	4D0000000000000660	1.02 E+02	6
C(8)= 1.260000000000000000E+02;	4C0000000000007E00	1.2600 E+02	8
C(9)= 1.500000000000000000E+02;	4800000000000096000	1.50000 E+02	9


```

1  GRAMER: PROC OPTIONS(MAIN);
2  DCL OL2PILK ENTRY RETURNS ( CHAR(32) VAR );
3  DCL C CHAR(32) VAR STATIC;
4  DCL OL2PICF ENTRY (CHAR(32) VAR) RETURNS ( FLOAT BIN(53) ); /* UNNORMALIZED # */
5  DCL OL2PIFD ENTRY ( FLOAT BIN(53), /* FIELD WIDTH */
6  FIXED BIN(15), /* FRACTIONAL DIGITS */
7  FIXED BIN(15), /* EORFLAG */
8  FIXED BIN(15), /* UB_NUMBER */
9  RETURNS ) CHAR(120) VAR ); /* NUMBER IN CHAR */
10 DCL W,D,EORFLAG,UBNUM) FIXED BIN(15);
11 DCL NUMBER CHAR(120) VAR;
12 DCL @OL2A0D ENTRY(FLOAT BIN(53),FLOAT BIN(53) )
13 RETURNS (FLOAT BIN(53));
14 DCL @OL2SUB ENTRY(FLOAT BIN(53),FLOAT BIN(53) )
15 RETURNS (FLOAT BIN(53));
16 DCL @OL2MPY ENTRY(FLOAT BIN(53),FLOAT BIN(53) )
17 RETURNS (FLOAT BIN(53));
18 DCL @OL2DIV ENTRY(FLOAT BIN(53),FLOAT BIN(53) )
19 RETURNS (FLOAT BIN(53));
20 DCL P(7) FLOAT BIN(53) STATIC;
21 DCL T(20) FLOAT BIN(53) STATIC;
22 DCL JHCHAR CHAR(16);
23 DCL P_IN_HEX CHAR(16);
24 DCL JNTHX ENTRY (FLOAT BIN(53)) RETURNS (CHAR(16));
25 ON ENDFILE(SYSIN) GOTO FINIS;
26 ON ERROR BEGIN;
27 PUT SKIP LIST '*** ERROR HAS OCCURRED ***';
28 DO J = 1 BY 1 TO 15;
29 NUMBER = OL2PIFD ( T(1), W,D,EORFLAG,UBNUM);
30 JHCHAR = INTHEX( T(1));
31 PUT SKIP(2); PUT DATA (T(1));
32 PUT SKIP(0) EDIT ( JHCHAR,NUMBER,UBNUM)
33 (COL(38),A(16),X(10),A(24),X(10),F(10) );
34 END;
35 STOP;
36 END;
37 GET DATA J,W,D,EORFLAG);
38 PUT DATA (W,D,EORFLAG);
39 LOOP: PUT PAGE LIST 'SOLUTION BY GRAMER RULE';
40 PUT SKIP(2);
41 DO J = 1 BY 1 TO 6;
42 /* READ IN COEFFICIENTS */
43 C = OL2PILK;
44 P(1) = OL2PICF(C);
45 P_IN_HEX = INTHEX(P(1));
46 PUT SKIP;
47 PUT DATA ( I , C , P_IN_HEX);
48 END;
49 PUT SKIP(2);
50 PUT EDIT ('NORMALIZED','INTERNAL HEX',
51 'UNNORMALIZED','SIGNIFICANCE')

```

CRAMER: PROC OPTIONS(MAIN);

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44      (COL(09),A,COL(40),A,COL(68),A,COL(100),A);
      PUT EDIT ('REPRESENTATION',REPRESENTATION',
'SIGNIFICANCE REPRESENTATION',P(100),A);
      (COL(07),A,COL(39),A,COL(61),A,COL(103),A);
/* SOLUTION OF SYSTEM OF TWO EQUATIONS */
/* SYSTEM: P(1)*X + P(2)*Y = P(3) */
/* P(4)*X + P(5)*Y = P(6) */
/* DENOMINATOR PRODUCTS */
T(1) = @CL2MPY(P(1),P(5));
T(2) = @CL2MPY(P(4),P(2));
/* X-NUMERATOR PRODUCTS */
T(3) = @CL2MPY(P(3),P(5));
T(4) = @CL2MPY(P(2),P(6));
/* Y-NUMERATOR PRODUCTS */
T(5) = @CL2MPY(P(1),P(6));
T(6) = @CL2MPY(P(3),P(4));
/* DENOMINATOR */
T(7) = @CL2SUB(T(1),T(2));
/* X-NUMERATOR */
T(8) = @CL2SUB(T(3),T(4));
/* Y-NUMERATOR */
T(9) = @CL2SUB(T(5),T(6));
/* X-SOLUTION */
T(10) = @CL2DIV(T(8),T(7));
/* Y-SOLUTION */
T(11) = @CL2DIV(T(9),T(7));
/* CALCULATE THE RESIDUAL IN EQN #1 */
T(12) = @CL2MPY(P(1),T(10));
T(13) = @CL2MPY(P(2),T(11));
T(14) = @CL2ADD(T(12),T(13));
T(15) = @CL2SUB(P(3),T(14));
/* CALCULATE THE RESIDUAL IN EQN #2 */
T(16) = @CL2MPY(P(4),T(10));
T(17) = @CL2MPY(P(5),T(11));
T(18) = @CL2ADD(T(16),T(17));
T(19) = @CL2SUB(P(6),T(18));
DO I = 1 BY 1 TO 19;
NUMBER = @CL2PFD ( T(I), W,D,EORFLAG,UBNUM);
IHCAR = INTHEX( T(I));
PUT SKIP(2); PUT DATA (T(I));
PUT SKIP(0) EDIT (IHCAR,NUMBER,UBNUM)
(COL(38),A(16),X(10),A(24),X(10),F(10) );
END;
GOTO LOOP;
FINIS: PUT SKIP LIST ('END_OF_FILE');
END CRAMER;

```

I=	1	2	3	4	5	6	NORMALIZED REPRESENTATION	INTERNAL HEX REPRESENTATION	SIGNIFICANCE REPRESENTATION		SIGNIFICANCE POINTER
I=	C=1P*										
I=	C=1.990000*							P_IN_HEX=4110000000000000*			
I=	C=1.990000*							P_IN_HEX=4800000000000000*			
I=	C=1.990000*							P_IN_HEX=4800000000000000*			
I=	C=1.990000*							P_IN_HEX=4800000000000000*			
I=	C=1.990000*							P_IN_HEX=4800000000000000*			
I=	C=1.990000*							P_IN_HEX=4800000000000000*			
I=	C=1.970000*							P_IN_HEX=4800000000000000*			
T(1)=	9.800000	190734862E-01;						4800000000000000	0.980000		22
T(2)=	9.801000	170409679E-01;						4700000000000000	0.98010002		22
T(3)=	1.950200	21266937E+00;						4800000000000000	1.9502000		22
T(4)=	1.950300	30037860870E+00;						4800000000000000	1.9503000		22
T(5)=	1.970000	0028610229E+00;						4800000000000000	1.9700000		22
T(6)=	1.970100	045204162E+00;						4800000000000000	1.9701000		22
T(7)=	-9.995698	928833007E-05;						C800000000000000	-0.0001000		22
T(8)=	-1.000165	939331054E-04;						C800000000000000	-0.0001000		22
T(9)=	-1.000165	939331054E-04;						C800000000000000	-0.0001000		22
T(10)=	1.000000	00000000000E+00;						4C00000000000000	1.00		22
T(11)=	1.000000	00000000000E+00;						4C00000000000000	1.00		22
T(12)=	1.000000	00000000000E+00;						4C00000000000000	1.00		22
T(13)=	9.899902	343750000E-01;						4800000000000000	0.990		22
T(14)=	1.988281	250000000E+00;						4C00000000000000	1.99		22
T(15)=	0.000000	00000000000E+00;						0000000000000000	0.0000000000000000		-3
T(16)=	9.899902	343750000E-01;						4800000000000000	0.990		22
T(17)=	9.799804	687500000E-01;						4800000000000000	0.980		22
T(18)=	1.969970	3125000E+00;						4800000000000000	1.970		22
T(19)=	0.000000	00000000000E+00;						0000000000000000	0.0000000000000000		-3

SOLUTION BY CRAMER RULE

I=	1	2	3	4	5	6	NORMALIZED REPRESENTATION	INTERNAL HEX REPRESENTATION	SIGNIFICANCE REPRESENTATION	UNNORMALIZED SIGNIFICANCE REPRESENTATION	SIGNIFICANCE POINTER
I=	C=0.780P;	C=0.563P;	C=0.217P;	C=0.913P;	C=0.659P;	C=0.254P;		P_IN_HEX=410C7AE147AE1478;			
I=								P_IN_HEX=4109020C498A5E35;			-1
I=								P_IN_HEX=410378D4FDF38646;			-1
I=								P_IN_HEX=410E9BA5E353F7CF;			-1
I=								P_IN_HEX=410A884395810625;			-1
I=								P_IN_HEX=410410624002F1AA;			-1
T(1)=	5.1402000000000001E-01;							4108396D0917D6B7	0.514020000000000		-1
T(2)=	5.1401900000000000C0E-01;							41C83968FCA85CAB	0.514019000000000		-1
T(3)=	1.4300295999999999E-01;							41C2498D8383A09F	0.143033000000000		-1
T(4)=	1.43002000000000000E-01;							4102498C77143394	0.143002000000000		-1
T(5)=	1.98120000000000000E-01;							41032B7FE08AEFB3	0.198120000000000		-1
T(6)=	1.981209999559959E-01;							41032880ECFA69BE	0.198121000000000		-1
T(7)=	1.000000000139777E-06;							410300010C6F7A0C	0.000001000000000		22
T(8)=	9.955599999177332E-07;							410300010C6F7A08	0.000001000000000		22
T(9)=	-9.955999599177332E-07;							C10300010C6F7A08	-0.000001000000000		22
T(10)=	9.999999997671692E-01;							46000000FFFFFFFFFF	1.000000000		22
T(11)=	-9.999999997671692E-01;							C6030000FFFFFFFFFF	-1.000000000		22
T(12)=	7.799999998242127E-01;							4503000C7AE147A2	0.7799999998		22
T(13)=	-5.629999998636776E-01;							C5030009020C4981	-0.5629999999		22
T(14)=	2.169999999605352E-01;							4503000378D4F0F1	0.2170000000		22
T(15)=	2.910383045673370E-11;							4500C000000000002	0000000.0000000000		-1
T(16)=	9.129999997821868E-01;							4500000E90A5E345	0.9129999998		22
T(17)=	-6.585999998395796E-01;							C500000A88439576	-0.6589999998		22
T(18)=	2.539999999426072E-01;							45030004106240CF	0.2539999999		22
T(19)=	4.365574568510055E-11;							4503C000000000003	0003000.0000000000		-1


```

1  GAUSS_ELIMINATION: PROC OPTIONS(MAIN);
2  OCL OL2PILK ENTRY RETURNS ( CHAR(32) VAR );
3  DCL C CHAR(32) VAR STATIC;
4  OCL OL2PICF ENTRY ( CHAR(32) VAR) RETURNS ( FLOAT BIN(53)); /* UNNORMALIZED # */
5  OCL OL2PIFD ENTRY ( FLOAT BIN (53), /* FIELD WIDTH */
6  FIXED BIN (15), /* FRACTIONAL DIGITS*/
7  FIXED BIN (15), /* EORFLAG */
8  FIXED BIN (15) ) /* UB_NUMBER */
9  RETURNS ( CHAR(120) VAR ); /* NUMBER IN CHAR */
10 DCL (W,O,EORFLAG,UBNUM) FIXED BIN(15);
11 DCL NUMBER CHAR(120) VAR;
12 OCL @OL2ADD ENTRY(FLOAT BIN(53),FLOAT BIN(53) )
13 RETURNS (FLOAT BIN(53));
14 DCL @OL2SUB8 ENTRY(FLOAT BIN(53),FLOAT BIN(53) )
15 RETURNS (FLOAT BIN(53));
16 OCL @OL2MPY ENTRY(FLOAT BIN(53),FLOAT BIN(53) )
17 RETURNS (FLOAT BIN(53));
18 OCL @OL2DIV ENTRY(FLOAT BIN(53),FLOAT BIN(53) )
19 RETURNS (FLOAT BIN(53));
20 DCL P)DIV ENTRY(FLOAT BIN(53),FLOAT BIN(53) )
21 RETURNS (FLOAT BIN(53));
22 DCL P(17) FLOAT BIN(53) STATIC;
23 OCL T(20) FLOAT BIN(53) STATIC;
24 DCL I)HCHAR CHAR(16);
25 OCL P_IN_HEX CHAR(16);
26 DCL INTEX ENTRY (FLOAT BIN(53)) RETURNS (CHAR(16));
27 ON ENDFILE(SYSIN) GOTO FIN;
28 GET DATA (W,O,EORFLAG);
29 PUT DATA (W,O,EORFLAG);
30 LOOP: PUT PAGE LIST ('SOLUTION BY GAUSS ELIMINATION');
31 PUT SKIP;
32 PUT LIST('USING PIDIV WITH NO AUX. RIGHT SHIFTING RULE');
33 PUT SKIP(2);
34 /* READ IN COEFFICIENTS */
35 DO I = 1 BY 1 TO 6;
36 C = OL2P(LK);
37 P(1) = OL2PICF(C);
38 P_IN_HEX = INTEX(P(1));
39 PUT SKIP;
40 PUT DATA ( I , C , P_IN_HEX);
41 END;
42 PUT SKIP(2);
43 PUT EDIT ('NORMALIZED','INTERNAL HEX',
44 'UNNORMALIZED','SIGNIFICANCE',
45 (COL(09),A,COL(40),A,COL(68),A,COL(100),A);
46 PUT EDIT ('REPRESENTATION','REPRESENTATION',
47 'SIGNIFICANCE REPRESENTATION','POINTER',
48 (COL(07),A,COL(39),A,COL(61),A,COL(103),A);
49 /* P(1) IS ASSUMED TO BE 1.0P */
50 /* SYSTEM: P(1)*X + P(2)*Y = P(3) */
51 /* P(4)*X + P(5)*Y = P(6) */

```


PAGE 3

GAUSS_ELIMINATION: PROC OPTIONS(MAIN);

```

36 T(1) = PIDIV(P(6),P(4));
37 T(2) = @OL2SUB(P(3),T(1));
38 T(3) = PIDIV(P(5),P(4));
39 T(4) = @OL2SUB(P(2),T(3));
40 T(5) = PIDIV(T(2),T(4));
41 T(6) = @OL2MPY(P(2),T(5));
42 T(7) = @OL2SUB(P(3),T(6));
43 T(8) = @OL2MPY(P(1),T(7));
44 T(9) = @OL2MPY(P(2),T(5));
45 T(10) = @OL2ADD(T(8),T(9));
46 T(11) = @OL2SUB(P(3),T(10));
47 T(12) = @OL2MPY(P(4),T(7));
48 T(13) = @OL2MPY(P(5),T(5));
49 T(14) = @OL2ADD(T(12),T(13));
50 T(15) = @OL2SUB(P(6),T(14)); /* T(15) IS EQN #2 RESIDUAL */
51 DO I = 1 BY 1 TO 15;
52 NUMBER = OL2PIFO(T(1), W,D,EORFLAG,UBNUM);
53 ICHAR = (NTHEX(T(1));
54 PUT SKIP(2); PUT DATA(T(1));
55 PUT SKIP(0) EDIT (ICHAR,NUMBER,UBNUM)
56 (COL(38),A(16),X(10),A(24),X(10),F(10));
57 END;
58 GOTO LOOP;
59 FINIS: PUT SKIP LIST ('END_OF_FILE');
60 END GAUSS_ELIMINATION;

```

/* T(15) IS Y-SOLUTION. */

/* T(7) IS X-SOLUTION. */

/* T(11) IS EQN #1 RESIDUAL */

/* T(15) IS EQN #2 RESIDUAL */

SOLUTION BY GAUSS ELIMINATION
USING PIDIV WITH NO AUX. RIGHT SHIFTING RULE

I =	1	C = 1.0P*	P_IN_HEX = 4110000000000000*
I =	2	C = 0.563P*	P_IN_HEX = 4109020C498A5E35*
I =	3	C = 0.217P*	P_IN_HEX = 410378D4FD38646*
I =	4	C = 0.913P*	P_IN_HEX = 410E98A5E353F7CF*
I =	5	C = 0.659P*	P_IN_HEX = 410A884395810625*
I =	6	C = 0.254P*	P_IN_HEX = 410410624D02F1AA*
	NORMALIZED REPRESENTATION	INTERNAL HEX REPRESENTATION	UNNORMALIZED SIGNIFICANCE REPRESENTATION
T(1) =	2.782037239868564E-01;	410473858F826223	0.27820372398685
T(2) =	-6.120372398685635E-02;	C100FA80C18EA8D0	-0.061203723986856
T(3) =	7.217962760131435E-01;	41088C7A407D9D00	0.72179627601314
T(4) =	-1.587962760131436E-01;	C1028A6DF6C33FA8	-0.15879627601314
T(5) =	3.854229174857373E-01;	420062AB13898AE8	0.38542291748574
T(6) =	2.169931025444700E-01;	410378C0C26E2D58	0.21699310254447
T(7) =	6.897455530063822E-06;	4100J007388588E8	0.000006897455530
T(8) =	6.89745530063822E-06;	4100J007388588E8	0.000006897455530
T(9) =	2.169931025444700E-01;	410378C0C26E2D58	0.21699310254447
T(10) =	2.170000000000000E-01;	410378D4FDF38646	0.217000000000000
T(11) =	0.000000000000000E+00;	4103000000000000	.0000000.0000000000000000
T(12) =	6.29737689894939E-06;	40010069A7071FF8	0.0000062973768989
T(13) =	2.539937026231009E-01;	4104105883627FAA	0.25399370262310
T(14) =	2.539999999999997E-01;	410410624002F1A9	0.2540000000000000
T(15) =	2.220446049250313E-16;	4103C000000000001	0000000.0000000000000000
			SIGNIFICANCE POINTER
			-1
			22
			-1
			-1
			22
			-1
			22
			-1
			-1
			-3
			22
			-1
			-1
			-1

SOLUTION BY GAUSS ELIMINATION
USING PIVOT WITH NO AUX. RIGHT SHIFTING RULE

I =	1	C = 1P	NORMALIZED REPRESENTATION	INTERNAL HEX REPRESENTATION	UNNORMALIZED SIGNIFICANCE REPRESENTATION	SIGNIFICANCE POINTER
I =	2	C = .99P				
I =	3	C = 1.99P				
I =	4	C = .99P				
I =	5	C = .98P				
I =	6	C = 1.97P				
					P_IN_HEX = '4110000000000000';	
					P_IN_HEX = '410FD70A3070A307';	
					P_IN_HEX = '4201FD70A3070A30';	
					P_IN_HEX = '410FD70A3070A307';	
					P_IN_HEX = '410FAE147AE147AE';	
					P_IN_HEX = '4201F851EB851EB8';	
T(1) =	1.985898589898989E+00;			4201F06A0528F5A8	1.9858989898989899	-1
T(2) =	1.010101010088249E-04;			420000069EA81495	0.0001010101010101	22
T(3) =	9.898989898989898E-01;			410FD6A0528F5A81	0.9898989898989899	-1
T(4) =	1.01010101010101571E-04;			410000069EA814956	0.00010101010101010	22
T(5) =	9.9959999999854479E-01;			4503000FFFFFFFFFFF	1.000000000000	22
T(6) =	9.8999999999852297E-01;			440000FD70A306FA	0.9899999999999999	22
T(7) =	1.0000000000014551E+00;			44000100000000010	1.000000000001	22
T(8) =	1.0000000000014551E+00;			44000100000000010	1.000000000001	22
T(9) =	9.8999999999852297E-01;			440000FD70A306FA	0.9899999999999999	22
T(10) =	1.98999999999781E+00;			440001FD70A3070A	1.990000000000	22
T(11) =	0.000000000000000E+00;			4400000000000000	000000.0000000000000000	-3
T(12) =	9.9000000000143904E-01;			4300FD70A3071A1	0.99000000000145	22
T(13) =	9.7999999999859209E-01;			440000FAE147AE05	0.9799999999999999	22
T(14) =	1.9700000000000254E+00;			440001F851EB851F	1.970000000000	22
T(15) =	0.000000000000000E+00;			4400000000000000	000000.0000000000000000	-3

SOLUTION 8Y GAUSS ELIMINATION
USING PIVOT WITH NO AUX. RIGHT SHIFTING RULE

I=	1	2	3	4	5	6	NORMALIZED REPRESENTATION	INTERNAL HEX REPRESENTATION	UNNORMALIZED SIGNIFICANCE REPRESENTATION	SIGNIFICANCE POINTER
I=	C=1P*	C=.990000*	P_IN_HEX='4110000000000000'	P_IN_HEX='4800000000D70A4*	P_IN_HEX='4800000000D70A4*	P_IN_HEX='4800000000D70A4*				
I=	C=1.990000*	C=.990000*	P_IN_HEX='4800000000D70A4*	P_IN_HEX='4800000000D70A4*	P_IN_HEX='4800000000D70A4*	P_IN_HEX='4800000000D70A4*				
I=	C=.990000*	C=.990000*	P_IN_HEX='4800000000D70A4*	P_IN_HEX='4800000000D70A4*	P_IN_HEX='4800000000D70A4*	P_IN_HEX='4800000000D70A4*				
I=	C=.980000*	C=.980000*	P_IN_HEX='4800000000D70A4*	P_IN_HEX='4800000000D70A4*	P_IN_HEX='4800000000D70A4*	P_IN_HEX='4800000000D70A4*				
I=	C=1.970000*	C=.970000*	P_IN_HEX='4800000000D70A4*	P_IN_HEX='4800000000D70A4*	P_IN_HEX='4800000000D70A4*	P_IN_HEX='4800000000D70A4*				
T(1)=	1.985898681640625E+00;							49000000001FD6A0	1.98990	22
T(2)=	1.010894775390625E-04;							490000000000006A	0.00010	22
T(3)=	9.898989796638468E-01;							48000000000FD6A05	0.9898990	22
T(4)=	1.010298728942871E-04;							4800000000000069F	0.0001010	22
T(5)=	1.000000000000000E+00;							4D0000000000000010	1.000000000000000	7
T(6)=	9.882812500000000E-01;							4C00000000000000FD	0.99	22
T(7)=	1.000000000000000E+00;							4C00000000000000100	1.00	22
T(8)=	1.000000000000000E+00;							4C00000000000000100	1.00	22
T(9)=	9.882812500000000E-01;							4C00000000000000FD	0.99	22
T(10)=	1.988281250000000E+00;							4C000000000000001FD	1.99	22
T(11)=	0.000000000000000E+00;							4C0000000000000000	0.000000.000000000000000	-3
T(12)=	9.899902343750000E-01;							48000000000000FD7	0.990	22
T(13)=	9.804687500000000E-01;							4C00000000000000FB	0.98	22
T(14)=	1.968750000000000E+00;							4C000000000000001F8	1.97	22
T(15)=	0.000000000000000E+00;							4C0000000000000000	0.000000.000000000000000	-3

SOLUTION BY GAUSS ELIMINATION USING PIVOT WITH NO AUX. RIGHT SHIFTING RULE

I=	1	C=1P'	P_IN_HEX='4110000000000000';
I=	2	C=1.99'	P_IN_HEX='48000000000000F7';
I=	3	C=1.99'	P_IN_HEX='4C000000000001F0';
I=	4	C=1.99'	P_IN_HEX='48000000000000F7';
I=	5	C=1.98'	P_IN_HEX='48000000000000FAE';
I=	6	C=1.97'	P_IN_HEX='4C000000000001F8';
NORMALIZED REPRESENTATION			SIGNIFICANCE POINTER
INTERNAL HEX REPRESENTATION			UNNORMALIZED REPRESENTATION
T(1)=	1.98828125000000E+00;	4C03C000J00001FD	1.99
T(2)=	0.00000000000000E+00;	4C03000000000000	0000000.0000000000000000
T(3)=	9.89990234375000E-01;	4800000000000F07	0.990
T(4)=	0.00000000000000E+00;	4800000000000000	0000000.0000000000000000
T(5)=	0.00000000000000E+00;	4100000000000000	0000000.0000000000000000
T(6)=	0.00000000000000E+00;	4C03C00000000000	0000000.0000000000000000
T(7)=	1.98828125000000E+00;	4C030000000001F0	1.99
T(8)=	1.98828125000000E+00;	4C03C0000000001F0	1.99
T(9)=	0.00000000000000E+00;	4C03000000000000	0000000.0000000000000000
T(10)=	1.98828125000000E+00;	4C0300000000001F0	1.99
T(11)=	0.00000000000000E+00;	4C03000000000000	0000000.0000000000000000
T(12)=	1.96826171875000E+00;	4800000000001F7E	1.968
T(13)=	0.00000000000000E+00;	4C03C00000000000	0000000.0000000000000000
T(14)=	1.96484375000000E+00;	4C0000000000001F7	1.97
T(15)=	3.90625000000000E-03;	4C03C00000000001	0000000.00

APPENDIX B

EXAMPLES OF DOCUMENTATION OF THE BASIC ROUTINES

APPENDIX B

This appendix contains the assembly listings of several significant digit routines: @OL2ADD, @OL2MPY, and OL2PIVP. One of the assembly language macros used to generate the significant digit function is also included. It should be noted that in its present form, OL2PIVP (inner product) assumes the elements in the input vector occupying consecutive locations. The indexing scheme can be modified to handle more complicated storage schemes as found in the array structures of OL/2 language (20).

LOC	OBJECT CODE	A00R1	A00R2	STMT	SOURCE STATEMENT	22 JUN 72
0000000				2 *	OC L 20L2A00 ENTRY (FLOAT BIN(53), FLOAT BIN(53))	00000200
0000000				3 *	RETURNS (FLOAT BIN(53));	00000300
0000003	47F0 F00C			4 20L2A00	CSECT	00000400
0000004	07			5	ENTRY 20L2SUB	00000500
0000005	7C0603F2C1C4C4			6	USING *+15	00000600
0000006		0C00C		7	B *+12	00000700
0000007				8	OC AL1(7)	00000800
0000008				9	OC CL7*20L2A00*	00000900
0000009	9012 0018		0C018	10	STM R1,R2,24(R13)	00001000
0000010	5821 0C04		0C004	11	L R2,4(R1)	00001100
0000011	682C 2C00		00003	12	LO F2,0(0,R2)	00001200
0000012	45F0 F036		00036	13	BAL R15,AMERGE	00001300
0000013				14	DROP 15	00001400
0000014				15 20L2SUB	EQU *	00001500
0000015				16	USING 20L2SUB,15	00001600
0000016	47F0 F0CC		0C02B	17	B *+12	00001700
0000017	07			18	OC AL1(7)	00001800
0000018	7C0603F2E2E4C2			19	OC CL7*20L2SUB*	00001900
0000019	9012 0018		0C01B	20	STM R1,R2,24(R13)	00002000
0000020	5821 0C04		0C004	21	L R2,4(R1)	00002100
0000021	6820 2000		00000	22	LO F2,0(0,R2)	00002200
0000022	2322			23	LCOR F2,F2	00002300
0000023	5811 0000		0C000	24	AMERGE L R1,0(R1)	00002400
0000024	6801 C000		00003	25	LO F0,0(R1)	00002500
0000025	2222			26	LTOR F2,F2	00002600
0000026	4780 F10A		00126	27	BZ A2OPZERO	00002700
0000027	2200			28	LTOR F0,F0	00002800
0000028	4780 F12B		00144	29	BZ A1OPZERO	00002900
0000029				30 *	DETERMINE IF OPERANDS ARE PRECISE	00003000
0000030	91F0 1001	00001		31	TM 1(R1)*F0*	00003100
0000031	4780 F03E		0005A	32	BZ A1MPREC	00003200
0000032	91F0 2001	00001		33	TM 1(R2)*F0*	00003300
0000033	4770 F08E		000AA	34	BNZ APRECISE	00003400
0000034	2E02			36 A1MPREC	AHR F0,F2	00003600
0000035	4780 F066		0C0B2	37	BZ AZEROFIX	00003700
0000036	6000 F194		00180	38	STO F0,A00RK	00003800
0000037	91F0 F195	00181		39	TM A00RK*1,X*F0*	00003900
0000038	4780 F05B		0C074	40	BZ ARETURN	00004000
0000039	9035 0020		00020	41	STM R3,R5,32(R13)	00004100
0000040	47F0 F0E4		00100	42	B AUNNORM2	00004200
0000041	5812 031B		0C01B	44	ARETURN LM R1,R2,24(R13)	00004400
0000042	5811 C00B		0C008	45	L R1,8(R1)	00004500
0000043	6001 C0C0		0C000	46	STO F0,0(R1)	00004600
0000044	07FE			47	BR R14	00004700
0000045	9035 0020		00020	49	AZEROFIX STM R3,R5,32(R13)	00004900
0000046	4100 007F		0C07F	50	LA R0,X*7F*	00005000
0000047				51	AZEROF05 EQU *	00005100
0000048	4331 0C00		0C0C0	52	IC R3,0(R1)	00005200
0000049	1430		0C0C0	53	NR R3,R0	00005300
0000050	4342 0C00		0C0C0	54	IC R4,0(R2)	00005400
0000051	1440			55	NR R4,R0	00005500
0000052	1934			56	CR R3,R4	00005600
0000053					ENTRY FROM A1MPZERO	
0000054					GET 1ST EXP	
0000055					REMOVE FRACTION SIGN BIT	
0000056					GET 2ND EXP	
0000057					WANT THE MAX OF TWO EXPONENTS	

ANOTHER ENTRY POINT

SAVE REGISTERS
R2 -> 2ND OPERAND

SET BASE REGISTER -> 20L2SUB

ESTABLISH BASE REGISTER

SAVE REGISTERS

GET ADR OF 2ND OPERAND

GET 2ND OPERAND

COMPLEMENT 2ND OPERAND

R1 -> 1ST OPERAND

CHECK FOR ZERO FRACTION

CHECK FOR ZERO FRACTION

TEST 1ST FRACTION

TEST 2ND FRACTION

PERFORM SIGNIFICANT A00/SUB

CHECK FOR ZERO FRACTION

O10 A00 CARRY INTO LEADING ZERO?

NO, THE RESULT IS STILL IMPRECISE

SAVE REGS FOR AUNNORM

GO MAKE RESULT IMPRECISE

RESTORE R1 AND R2

GET PL/1 FUNCTION RETURN ADR

STORE PL/1 RETURN VALUE

RETURN IMPRECISE SUM/DIFF

CASE OF RELATIVE ZERO RESULT

FROM AIMPZERO

GET 1ST EXP

REMOVE FRACTION SIGN BIT

GET 2ND EXP

WANT THE MAX OF TWO EXPONENTS

LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	
000098	4780 F082	0009E		57	BNL AZEROF10	00005700
00009C	1834			58	LR R3,R4	00005800
00009E	4230 F18C	001A8		59	AZEROF10 STC	00005900
0000A2	6800 F18C	001A8		60	LD F0,AZERO	00006000
0000A6	47F0 F0FC	00118		61	8 APEXIT	00006100
RETURN WITH RELATIVE ZERO						
0000AA	2A02			63	APRECLISE ADR F0,F2	00006300
0000AC	4770 F0A2	0008E		64	BNZ APCKEXP	00006400
PERFORM PRECISE ADD/SUB						
SKIP IF NOT ZERO FRACTION RESULT						
0000AD	D506 1901 2001 00001	00001		65 *	TEST FOR TRUE CASE FROM EQUAL	00006500
0000B6	477C F066	00082		66	CLC 17,R1,1(R2)	00006600
0000BA	47FC F058	00074		67	8NE AZEROFIX	00006700
0000B8				68	8 ARETURN	00006800
CHECK NORMALIZED FRACTIONS						
0000BE				70	APCKEXP EQU *	00007000
0000BF	9035 0020	00020		71	STM R3,R5,32(R13)	00007100
0000C2	4150 007F	0007F		72	LA R5,X*7F*	00007200
0000C6	4331 0000	00000		73	IC R3,0(R1)	00007300
0000CA	1435			74	NR R3,R5	00007400
0000CC	4342 0000	00000		75	IC R4,0(R2)	00007500
0000CD	1445			76	NR R4,R5	00007600
0000D2	1834			77	SR R3,R4	00007700
0000D4	4780 F0FC	00118		78	8Z APEXIT	00007800
0000D8	1841			79	LR R4,R1	00007900
0000DA	1852			80	LR R5,R2	00008000
0000DC	4720 F0CA	000E6		81	8P A001	00008100
0000DE	1842			82	LR R4,R2	00008200
0000E2	1851			83	LR R5,R1	00008300
0000E4	1033			84	LPR R3,R3	00008400
0000E6	5930 F184	001A0		85	C R3=X*14*	00008500
0000EA	4780 F0E0	000FC		86	BNL AUNNORM	00008600
0000EE	2820			87	LOR F2,F0	00008700
0000F0	6824 0000	00000		88	SD F2,0(R4)	00008800
0000F4	6925 0000	00000		89	CD F2,0(R5)	00008900
0000F8	4780 F0FC	00118		90	BE APEXIT	00009000
WANT ABS DIFF OF EXPONENTS						
IF THERE SHIFTING PAST GUARO DIGIT						
IF SO, MAKE RESULT IMPRECISE						
COPY RESULT						
SUB WITH NO SHIFTING						
COMPARE WITH SMALLER OPERAND						
IF EQUAL, RETURN WITH PRECISE RESULT						
0000FC	6000 F194	00180		92	AUNNORM STD	00009200
000100	4330 F194	00180		93	AUNNORM2 IC	00009300
000104	4230 F19C	00188		94	R3,A00R	00009400
000108	6A70 F19C	00188		95	AD FC,A00R	00009500
00010C	4133 0001	00001		96	LA R3,1(R3)	00009600
000110	4230 F18C	001A8		97	STC R3,AZERO	00009700
000114	6E00 F19C	001A8		98	AW F0,AZERO	00009800
MAKE RESULT IMPRECISE WITH ROUNDING						
GET RESULTANT EXPONENT						
FIX EXPONENT FOR ROUND UP						
ROUND UP						
UP EXPONENT TO SHIFT FRACTION RIGHT						
STORE EXPONENT FOR UNNORMALIZATION						
UNNORMALIZE RESULT						
000118	9815 0018	00018		100	APEXIT LM	00010000
00011C	5811 0008	000C8		101	L R1,9(41)	00010100
000120	6001 0000	000C0		102	STD FC,0(R1)	00010200
000124	07FE			103	8R R14	00010300
RESTORE R1 THRU R5						
GET PL/1 FUNCTION RETURN ADR						
STORE PL/1 RETURN VALUE						
RETURN						
000126	9500 2000	00000		105 *	SECOND OPERAND IS A ZERO. FIRST OPERAND HAS NOT BEEN CHECKED.	00010500
00012A	4780 F058			106	A20PZERO CLT 01R2,X*00	00010600
00012E	2200	00074		107	BE ARETURN	00010700
000130	4770 F13A	00156		108	LTOR F0,F0	00010800
000136	9500 1000	00000		109	8NZ AIMPZERO	00010900
00013A	4770 F066	00000		110	CLT 01R1,X*00	00011000
000138	4770 F066	00082		111	8NE AZEROFIX	00011100

SADD @DLZACC AND @DLZSUB: SIGNIFICANT ADD/SUB ROUTINE

PAGE 3

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00011200

00011300

00011500

00011600

00011700

00011800

00011900

00012000

00012100

00012200

00012300

00012400

00012500

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LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT
000000				2 *	DCL 30L2MPY ENTRY (FLOAT B(N(53), FLOAT BIN(53))
000000				3 *	RETURNS (FLOAT BIN(53));
000000	47F0 F00C		0000C	4	30L2MPY CSECT
000000	07			5	ESTABLISH BASE REGISTER
000004	7C0603F2D407E8			6	USING 9,15
000005	9016 0018			7	8
00000C	5821 0004			8	AL1(7)
000014	5811 0000			9	DC CL7*30L2MPY*
000018	4100 007F			10	ST4 R1,R6,24(R13)
00001C	6800 1000			11	L R2,4(R1)
000020	2200			12	L R1,0(R1)
000022	4780 F18A			13 *	LA R0,X*7F*
000026	6920 2000			14	CHECK FOR ZERO FACTORS
00002A	2222			15	LD F0,0(0,R1)
00002C	4780 F1C2			16	LTR F0,F0
000030	91F0 1001	00001		17	BZ MZPROD1
000034	4780 F040			18	LD F2,0(0,R2)
000038	91F0 2001	00001		19	LTR F2,F2
00003C	4770 F118			20 *	BZ MZPROD2
				21	TEST FOR PRECISE OPERANDS
				22	T4 T4 1(R1),X*F0*
				23	BZ M(MPREC
				24	T4 T4 1(R2),X*F0*
				25	BNZ MPRECISE
				26 *	IMPRECISE SECTION
000040	4160 000E			27 *	M REPRESENTS THE NUMBER OF SIGNIFICANT HEX ZEROS IN FRACTION
000044	4331 0000			28	M(MPREC LA R6,14
000048	1430			29	LA R3,0(R1)
00004A	1936			30	NR R3,R0
00004C	4780 F060			31	CR R3,R6
000050	4133 000E			32	BNL MOPLOK
000054	6700 F200			33	LA R3,14(R3)
000058	4230 F200			34	STD F0,WORK1
00005C	6800 F200			35	STD R3,WORK1
000060	6A00 F218			36	LD F0,WORK1
000064	6000 F200			37	MOPLOK AD F0,TZERO
000068	4340 F200			38	STD F0,WORK1
00006C	1440			39	LD R4,WORK1
00006E	1834			40	NR R4,R3
000070	4352 0000			41	SR R3,R4
000074	1450			42	LD R5,0(R2)
000076	1956			43	NR R5,RJ
000078	4780 F08C			44	CR R5,R6
00007C	4155 000E			45	BNL MOP20K
000080	6020 F208			46	LA R5,14(R5)
000084	4250 F208			47	STD F2,WORK2
000088	6820 F208			48	STD R5,WORK2
00008C	6A20 F218			49	LD F2,WORK2
000090	6020 F208			50	MOP20K AD F2,TZERO
000094	4360 F208			51	STD F2,WORK2
000098	1460			52	LD R6,WORK2
00009A	1856			53	NR R6,R0
00009C	6800 1000			54	SR R5,R6
				55	LD F0,0(0,R1)
				56	GET MULT(PPLICAND

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LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	
0000A0	6C00 2000		00000	57	M0 F0,010,R2)	DO NORMALIZED MULTIPLY
0000A4	2200			58	LTDR F0,F0	TEST FOR ZERO FRACTION
0000A6	4780 F100		00100	59	BZ MZEROFIX	
0000AA	6030 F210		00210	60	STD F0,WORK3	
0000AE	1935			62	GETMAXM CR R3,R5	
0000B0	4780 F086		00086	63	9HL MAUXRULE	
0000B4	1835			64	LR R3,R5	R3 := MAX(M1,M2)
0000B6	4100 007F		0007F	66	MAUXRULE LA R0,X'7F*	RESTORE MASK FOR EXPONENT
0000BA	1A46			67	AR R4,R6	AUX RULE: IF E3 = E1+E2, THEN M3 = M3+1
0000BC	5840 F238		00238	68	S R4,=F'64*	CORRECT FOR EXCESS-64 A00
0000C0	4360 F210		00210	69	IC R6,WORK3	
0000C4	1A60			70	NR R6,R0	R6 := E3
0000C6	1964			71	CR R6,R4	E3 := (E1+E2)
0000C8	4770 F008		000D9	72	BNE MNDSHIFT	BRANCH, IF NOT EQUAL
0000CC	5830 F23C		0023C	73	S R3,=F'1*	DECREMENT M3 TO SHIFT RIGHT
0000D0	4720 F008		000D9	74	BP MNDSHIFT	
0000D4	4130 0001		000D1	75	LA R3,1	M MUST BE .GE. 1
0000D8	4360 F210		00210	76	MNDSHIFT IC R6,WORK3	
0000DC	1A60			77	NR R6,R0	
0000DE	1A63			78	AR R6,R3	R6 := EXPONENT FIELD
0000E0	1960			79	CR R6,R3	M3 = MAX(M1,M2)
0000E2	4720 F1F8		001F8	80	BH MOVFL	EXP OVERFLOW DUE TO UNNORMALIZATION?
0000E6	4360 F210		00210	81	IC R6,WORK3	YES, GO SIGNAL EXP OVERFLOW
0000FA	1A53			82	AR R6,R3	R6 := SIGN + EXPONENT
0000EC	0860			83	BCTR R6,0	DECREMENT M3
0000EE	4260 F220		00220	84	STC R6,DBZ	
0000F2	6E00 F220		00220	85	AW F0,DBZ	UNNORMALIZE BY (M-1)
0000F6	4260 F228		00228	86	STC R6,M1NCR	
0000FA	6A00 F228		00228	87	AD F0,M1NCR	ROUND ON DIGIT TO BE SHIFTED OFF
0000FE	4166 0001		00001	88	LA R6,1(R6)	
000102	4260 F220		00220	89	STC R6,DBZ	UNNORMALIZE THE PRODUCT
000106	6E00 F220		00220	90	AW F0,DBZ	
00010A	9816 D018		00018	91	MRETURN LM R1,R6,24(R13)	RESTORE REGISTERS
00010E	5811 0008		00008	92	L R1,9(R1)	GET RETURN VALUE ADDRESS
000112	6301 0000		00000	93	STD F0,0(R1)	MOVE RETURN VALUE TO TARGET
000116	07FE			94	BR 14	RETURN
000118	2C02			96 *	BOTH OPERANDS WERE PRECISE	
00011A	2200			97 *	NORMALIZED RESULTANT FRACTION	HAS AT MOST FOURTEEN HEX DIGITS
00011C	4780 F100			98	MPRECISE MDR F0,F2	DO PRECISE MULTIPLY
000120	2822			99	LTDR FJ,F0	TEST FOR ZERO FRACTION
000122	2866			100	BZ MZEROFIX	
000124	6841 0000		00100	101	SDR F2,F2	DO QUICK TEST FOR PRECISE RESULT
000128	3824			102	SDR F6,F6	
00012A	2924			103	LD F4,0(R1)	
00012C	4770 F13C		0013C	104	LER F2,F4	COPY H.O. PART OF NUMBER
000130	6842 0000		00000	105	CDR F2,F4	IS L.O. PART OF NUMBER ZERO
000134	3864			106	8NE MLONGTST	
000136	2904			107	LD F4,0(R2)	
000138	4780 F10A		0010A	108	LER F6,F4	IS L.O. 8 DIGITS ZERO
				109	CDR F6,F4	RETURN WITH PRECISE PRODUCT
				110	BE	

LOC	OBJECT CODE	A00R1	A00R2	STMT	SOURCE STATEMENT	
00013C				112	MLONGTST EQU *	LONG TEST CONSIST OF GET L.O. PART OF PRODUCT FRACTION AND EXAMINE FOR NON-ZERO DIGITS
00013C	907B 0030		00030	113 *	ST4	R7,R11,43(R13)
000140	9067 1000		00003	114	LM	R6,R7,0(R1)
000144	4166 0000		00003	115	LA	6,0(6)
000148	8360 0004		00004	116	SL0L	R6,4
00014C	8370 0004		00004	117	SL	R7,4
000150	9889 2000		00000	118	SR	R8,R9,0(R2)
000154	4188 0000		00000	119	LA	8,0(8)
000158	8080 0004		00004	120	SLDL	R9,4
00015C	8893 0034		00004	121	SR	R8,4
000160	1886			122	LR	R11,R6
000162	1868			123	LR	R6,R8
000164	1CA9			124	MR	R10,R9
000166	1C87			125	MR	R8,R7
000168	1C66			126	MA	R6,R6
00016A	0030 0004		00004	127	SLDL	R8,4
00016E	1E87			128	ALR	R8,R7
000170	1E88			129	ALR	R9,R11
000172	8C80 0004		00004	130	SRDL	R8,4
000176	1288			131	LTR	R8,R9
000178	4770 F190		00190	132	RNZ	MUNORM
00017C	1299			133	LTR	R9,R9
00017E	4770 F190		00190	134	RNZ	MUNORM
000182	9818 0018		00018	135	BVZ	MUNORM
000186	5811 0008		00008	136	LM	R1,R11,24(R13)
00018A	6701 0000		00000	137	L	R1,8(R1)
00018E	07FE			138	STO	F0,0(R1)
				139	BR	R14
000190	6000 F210		00210	140	MUNORM	STO
000194	4330 F210		00210	141	IC	F0,WORK3
000198	4230 F228		00228	142	STC	R3,WORK3
00019C	6A00 F228		00228	143	AO	R3,WORK3
0001A0	4133 0001		00001	144	LA	F0,MINCR
0001A4	4230 F220		00020	145	STC	R3,1(R3)
0001A8	6E00 F220		00020	146	AW	R3,032
0001AC	9818 0018		00018	147	LM	F0,032
0001B0	5811 0008		00008	148	L	R1,R11,24(R13)
0001B4	6001 0000		00000	149	STD	R1,8(R1)
0001B8	07FE			150	BR	F0,0(R1)
				151	BR	R14
00018A	9500 1000		00000	152	MZPROO1	CL1
00018E	4780 F10A		0010A	153 *	BE	PRETURN
0001C2	9500 2000		00000	154	MZPROO2	CL1
0001C6	4770 F1D0		00100	155	BNE	MZEROFIX
0001CA	2800			156	SOR	F0,F0
0001CC	47F0 F10A		0010A	157	B	MRETURN
0001D0	4100 007F		0007F	158	MZEROFIX	LA
0001D4	4331 0000		00000	159	IC	R0,X77F
0001D8	1430			160	NR	R3,0(R1)
0001DA	4342 0000		00000	161	IC	R3,RO
0001DE	1440			162	NR	R4,0(R2)
0001E0	1A34			163	NR	R4,RJ
				164	AR	R3,R4
				165		
				166		

SMPY @DL2MPY: SIGNIFICANT DIGIT MULTIPLY ROUTINE

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LOC OBJECT CODE ADDR1 ADDR2 STMT SOURCE STATEMENT 21 JUN 72

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0001E2 5B30 F238      00238      S      R3,=F*64,
0001E6 1930          168      CR      R3,R0
0001E8 4720 F1F8      169      BH      MOVFL
0001EC 4230 F220      170      STC     R3,0BZ
0001F0 6800 F220      171      LD      F0,0BZ
0001F4 47F0 F10A      172      B       MRETURN
0001F8 6800 F230      174      MOVFL  LD      F0,=0*1E+70*
0001FC 6C00 F230      175      M0     F0,=0*1E+70*

000200          177      WORK1  OS      D
000208          178      WORK2  OS      D
000210          179      WORK3  OS      D
000218 0000000000000000 180      ZERO  DC      D*0.0*
000220 0000000000000000 181      0BZ   DC      0*0.0*
000228 FF00000000000008 182      MINCR DC      X*FF00000000000008*
000230          183      LTORG
000238 7H172E8A060DC730 184          =D*1E+70*
00023B 00000040      185          =F*64*
00023C 00000001      186          =F*1*

187 * REGISTER DEFINITIONS
188 R0 EQU 0
189 R1 EQU 1
190 R2 EQU 2
191 R3 EQU 3
192 R4 EQU 4
193 R5 EQU 5
194 R6 EQU 6
195 R7 EQU 7
196 R8 EQU 8
197 R9 EQU 9
198 R10 EQU 10
199 R11 EQU 11
200 R13 EQU 13
201 R14 EQU 14
202 R15 EQU 15
203 F0 EQU 0
204 F2 EQU 2
205 F4 EQU 4
206 F6 EQU 6
207 END

CORRECT FOR EXCESS-64 ADD
IS RESULT EXPONENT GT 127

FIX UP EXPONENT OF RELATIVE ZERO

RETURN WITH RELATIVE ZERO

SECTION TO SIGNAL EXP OVERFLOW

WORK AREA FOR FIRST OPERAND
WORK AREA FOR SECOND OPERAND
WORK AREA FOR RESULT
FLOATING POINT ZERO # NOT CHANGED #
ZERO FRACTION CONSTANT
ROUNDING FRACTION CONSTANT

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LOC  OBJCT CODE  ADDR1 ADDR2  ST MT  SOURCE STATEMENT
2 *  DCL OL2PIVP ENTRY ( FLOAT 8IN(53), /* X(1)
3 *  FLOAT 8IN(53), /* Y(1)
4 *  FIXED BIN(15) ) /* LENGTH OF VECTORS
5 *  RETURNS ( FLOAT 8IN(53) ); /* INNER PRODUCT
6  PRINT NOGEN
7  OL2PIVP CSECT
8 *  REGISTER DEFINITIONS.
9 RX  EQU 2
10 RY  EQU 3
11 RL  EQU 4
12 RXD  EQU 5
13 RYD  EQU 6
14 RYASK  EQU 7
15 RYMAX  EQU 8
16 RC14  EQU 9
17 RA  EQU 10
18 RB  EQU 11
19 FA  EQU 0
20 FB  EQU 2
21 FC  EQU 4
22 FO  EQU 6
23 XD  EQU 8
24 YO  EQU 8
25  USING *15
26  *12
27  DC AL1(7)
28  DC CL7*OL2PIVP*
29  STM 14,11,12(13)
30  BAL 3,PIVPO1
31  PIVPO0  OC XL4*C2800070*
32  DC 27F*0*
33  PIVPO1  DC 2,2
34  ST 2,80(3)
35  LA 3,0(3)
36  L 15,*V(OL2PROLG)
37  BALR 14,15
38  DROP 15
39  USING PIVPO0,13
40  LM 2,5,0(1)
41  LH RL,0(4)
42  LA 5,0(5)
43  ST 5,ZAOR
44  SOR FC,FC
45  STD FC,SUM
46  SR RYMAX,RMAXM
47  LA RXD,XD
48  LA RYD,YD
49  LA RC14,14
50  LA RYASK,X*7F*
52  PRECLODP CL1 0(1X),X*00*
53  NEXTITEM 8E
54  TM 1(1X),X*F0*
55  IMPX 9Z
56  CL1 0(1X),X*00*

000000 000000 47F0 F00C 0000C
000004 07
000005 D603F207C9E5D7
00000C 90E8 D00C 0000C
000010 4530 F084 00084
000014 C2800070
00001E 0000000000000000
000034 1822
000036 5023 0050 00050
000038 4133 0030 00000
00003E 58F0 F290 00290
000092 05EF
000014 9825 1000 00000
000098 4844 0000 00000
00009C 4155 0000 00000
0000A0 2844 D234 00248
0000A4 2844
0000A6 6040 D224 00238
0000AA 1B88
0000AC 4150 0008 00008
0000B0 4160 0008 00008
0000B4 4190 000E 0000E
0000B8 4170 007F 0007F
0000BC 9500 2000 00000
0000C0 4780 00FC 00110
0000C4 91F0 2001 00001
0000C8 4780 D128 0013C
0000CC 9500 3003 00000

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/* 00000400
/* 00000500
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RX -> X(1)
RY -> Y(1)
RL := LENGTH OF VECTOR
RXD := DISPLACEMENT OF X(1)*S
RYD := DISPLACEMENT OF Y(1)*S
RYASK := X*7F*
RYMAX := MAX M
RC14 := 14
SCRATCH REGISTER
SCRATCH REGISTER
FA := X(1) AND PRODUCT
FB := Y(1)
FC := INNER PRODUCT
DOUBLE WORD VECTOR
DOUBLE WORD VECTOR
STATIC SAVE AREA
ESTABLISH PL/1 ENVIRONMENT
BASE REG = R13
RL := LENGTH OF VECTORS
SAVE ADDRESS OF TARGET
INITIALIZE SUM
RMAXM := MAX M
RXD := DISPLACEMENT WITH X(1)*S
RYD := DISPLACEMENT WITH Y(1)*S
RC14 := CONSTANT 14
RYASK := MASK FOR EXPONENT FIELD
PRECISE INNER PRODUCT SECTION
BRANCH, IF X(1) IS TRUE ZERO
BRANCH, IF X(1) IS IMPRECISE

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LDC	D8JECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	
000000	4780 D0FC		00110	57	BE NEXTITEM	00005700
000004	91F0 3001	00001		58	T4 L1RY),X*F0*	00005800
000008	4780 D128		0013C	59	8Z IMPY	00005900
0000DC	5020 D25C		00270	60	ST RX,M*PARM	00006000
0000E0	5030 D260		00274	61	ST RY,M*PARM*4	00006100
0000E4	4110 D25C		00270	62	LA 1,M*PARM	00006200
0000E8	59F0 D254		00268	63	L 15,VMPY	00006300
0000EC	05EF			64	BALR 14,15	00006400
0000EE	91F0 D21D	00231		65	T4 MPRQD+1,X*F0*	00006500
0000F2	4780 D114		00128	66	8Z IMP4PROD	00006600
0000F6	4110 D268		0027C	67	LA 1,APARM	00006700
0000FA	58F0 D258		0026C	68	L 15,VADD	00006800
0000FE	05EF			69	BALR 14,15	00006900
000100	9500 D224	00238		70	CLT SUM,X*00*	00007000
000104	4780 D0FC		00110	71	8E NEXTITEM	00007100
000108	91F0 D225	00239		72	T4 SUM+1,X*F0*	00007200
00010C	4780 D120		00134	73	8Z IMPSUM	00007300
000110	1A25			74	NEXTITEM AR RX,RXD	00007400
000112	1A36			75	AR RY,RXD	00007500
000114	4640 D0A8		0008C	76	BCT RL,PRECLDDP	00007600
000118	6900 D224		00238	77	LD 0,SUM	00007700
00011C	5810 D234		00249	78	L 1,ZA02	00007800
000120	6001 0000		00000	79	STD 0,G(1)	00007900
000124	47F0 D23C		00220	80	B EXIT	00008000
IMPRECISE INNER PRODUCT SECTION						
000128	6800 D21C		00230	82	IMP4PROD LD FA,MPROD	00008200
00012C	6840 D224		00238	83	LD FC,SUM	00008300
000130	47F0 D180		001C4	84	B IMPLPMP	00008400
000134	6340 D224		00238	85	IMPSUM LD FC,SUM	00008500
000138	47F0 D182		001C6	86	8 IMPLPSUM	00008600
00013C				87	IMPY EQU *	00008700
00013C	6840 D224		00238	88	IMPX LD FC,SUM	00008800
000140	6802 0000		00000	90	IMPLODP LD FA,01RX)	00009000
000144	2200			91	FA,FA	00009100
000146	4780 D1R2		001C6	92	8Z NEXTUNE	00009200
00014A	43A2 0000		00000	93	IC RA,01RX)	00009300
00014E	14A7			94	NR RA,R*MASK	00009400
000150	19A9			95	CR RA,RC14	00009500
000152	4780 D152		00166	96	RNL XDPOK	00009600
000156	41AA 000E		0000E	97	LA RA,14(RA)	00009700
00015A	6000 D22C		00240	98	STD FA,DBWK	00009800
00015E	42A0 D22C		00240	99	STC RA,03WK	00009900
000162	6800 D23C		00240	100	LD FA,DBWK	00010000
000166	6A00 D23C		00250	101	AD FA,IZERO	00010100
00016A	6000 D22C		00240	102	STD FA,DBWK	00010200
00016E	4390 D22C		00240	103	IC RB,DBWK	00010300
000172	14B7			104	NR RB,R*MASK	00010400
000174	13A8			105	SR RA,R8	00010500
000176	19A8			106	CR RA,R*MAXM	00010600
000178	4700 D16A		0017E	107	BNH *+6	00010700
00017C	188A			108	LR R*MAX4,RA	00010800
00017E	6823 0000		00000	109	LD FB,01RY)	00010900
000182	2222			110	LTD R FB,F8	00011000
000194	4780 D182		001C6	111	BZ NEXTUNE	00011100
SKIP PRODUCT, IF ZERO FRACTION						
BRANCH, IF Y(1) IS TRUE ZERO						
BRANCH, IF Y(1) IS IMPRECISE						
CALL PRECISE MPY ROUTINE						
BRANCH, IF PRODUCT WAS IMPRECISE						
CALL PRECISE ADD ROUTINE						
BRANCH, IF SUM WAS TRUE ZERO						
BRANCH, IF SUM WAS IMPRECISE						
POINT TO X(I+1)						
POINT TO Y(I+1)						
MOVE PRECISE SUM TO TARGET						
RA := EXP OF X(1)						
CHECK FOR POSSIBLE EXP UNDERFLOW						
USE DIFFERENT EXPONENT FILED						
NORMALIZE TO DETERMINE M						
R8 := NORMALIZED EXPONENT						
NOW RA HAS M OF X(1)						
WANT MAX M						
GET Y(1)						
SKIP PRODUCT, IF ZERO FRACTION						

LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	21 JUN 72
000128	43A3 0000	00000		112	IC RA,D(RY)	00011200
00018C	14A7			113	NR RA,RMASK	00011300
00018E	19A9			114	CR RA,RC14	00011400
000190	4730 0190	001A4		115	RNL YOPDK	00011500
000194	41A4 000E	0000E		116	LA RA,14(RA)	00011600
000198	6020 022C	00240		117	STD FB,08WK	00011700
00019C	42A0 022C	00240		118	STC RA,DBWK	00011800
0001A0	6920 022C	00240		119	LD FB,03WK	00011900
0001A4	6A20 023C	00250		120	YOPDK AD FB,1ZERD	00012000
0001A8	6020 022C	00240		121	STD FB,DBWK	00012100
0001AC	4390 022C	00240		122	IC FB,03WK	00012200
000130	14B7			123	NR RB,RMASK	00012300
0001B2	18AB			124	SR RA,RB	00012400
0001B4	19A8			125	CR RA,RMAXM	00012500
0001B6	4700 01A8	0018C		126	8NH **6	00012600
0001BA	188A			127	LR RMAXM,RA	00012700
0001BC	6802 0000	00000		128	LD FA,0(RX)	00012800
0001C0	6C03 0000	00000		129	M7 FA,0(RY)	00012900
0001C4				130	IMPLPMP EQU *	00013000
0001C4	2A40			131	ADR FC,FA	00013100
0001C6				132	IMPLPSUM EQU *	00013200
0001C6	1A25			133	NR NEXTONE AR	00013300
0001C8	1A36			134	AR KY,RXD	00013400
0001CA	4640 012C	00140		135	BCI RL,IMLOOP	00013500
0001CE	1288			137	LTR RMAXM,RMAXM	00013700
0001D0	4720 01C4	00108		138	8P **8	00013800
0001D4	4180 0001	00001		139	LA RMAXM,1	00013900
0001D8	1989			140	CR RMAXM,RC14	00014000
0001DA	4740 01CE	001E2		141	BL **8	00014100
0001DE	4180 0000	00000		142	LA RMAXM,13	00014200
0001E2	6040 022C	00240		143	FC,09WK	00014300
0001E6	43A0 022C	00240		144	IC RA,09WK	00014400
0001EA	14A7			145	NR RA,RMASK	00014500
0001EC	1AA8			146	AR RA,RMAXM	00014600
0001EE	19A7			147	CR RA,RMASK	00014700
0001F0	4720 0212	00226		148	8H VPDVFL	00014800
0001F4	43A0 022C	00240		149	IC RA,03WK	00014900
0001F8	1AA8			150	AR RA,RMAXM	00015000
0001FA	08A0			151	8CTR RA,0	00015100
0001FC	42A0 0244	00258		152	STC RA,08Z	00015200
000200	6E40 0244	00258		153	AW FC,08Z	00015300
000204	42A0 024C	00260		154	STC RA,MINCR	00015400
000208	6A40 024C	00260		155	AD FC,MINCR	00015500
00020C	41AA 0001	00001		156	LA RA,1(RA)	00015600
000210	42A0 0244	00258		157	STC RA,08Z	00015700
000214	6E40 0244	00258		158	AW FC,08Z	00015800
000218	5810 0234	00248		159	L 1,ZADR	00015900
00021C	6041 0000	00000		160	STD FC,0(1)	00016000
000220				162	EXIT EQU *	00016200
000220	53F0 0280	00294		163	L 15,=V(OL2EPLDG)	00016300
000224	07FF			164	8R 15	00016400
000226	6860 0274	00288		166	VPDVFL L0 F0,=0*1E+7D*	00016600

RA := EXP OF Y(I)
CHECK FOR POSSIBLE EXP UNDERFLOW

USE DIFFERENT EXPONENT FILED

NORMALIZE TO DETERMINE M

RB := NORMALIZED EXPONENT

NDW RA HAS M DF Y(I)

WANT MAX M

GET INPUT X(I)

DD NORMALIZED MULTIPLY

ACCUMULATE SUM

POINT TO X(I+1)

POINT TO Y(I+1)

M MUST BE POSITIVE

M MUST BE LESS THAN 14

RA := EXPONENT FIELD

EXP OVERFLOW DUE TO UNNORMALIZATION?

YES, GO SIGNAL OVERFLOW

GET NORMALIZED SIGN + EXPONENT

RA := (SIGN+ EXP) OF RESULT

DECREMENT M

UNNORMALIZE BY (M-1)

ROUND DN DIGIT TO BE SHIFTED OFF

UNNORMALIZE THE SUM

MOVE IMPRECISE SUM TO TARGET

RETURN

SECTION TO SIGNAL EXP OVERFLOW

LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	
00022A	6C60 0274		00288	167	M0 F0=D*1E+70*	00016700
000230				169	MPR00 OS 0	00016900
000238				170	SUM OS 0	00017000
000240				171	08WK OS 0	00017100
000248				172	ZADR OS F	00017200
00024C	00000000					
000250	0000000000000000			173	TZERO DC 0*0*	00017300
000258	0000000000000000			174	DBZ DC 0*0*	00017400
000260	0000000000000000			175	*INCR DC X*0000000000000000*	00017500
000268	00000000			176	V*PY DC V(P*PY)	00017600
00026C	00000000			177	VADD DC V(30L2A00)	00017700
000270				178	MPARM DS A	00017800
000274				179	OS A	00017900
000278	8J000230			180	OC X*80*AL3(MPR00)	00018000
00027C	00000230			181	APARM OC A(MPR00)	00018100
000280	00000238			182	OC A(SUM)	00018200
000284	80000238			183	OC X*80*AL3(SUM)	00018300
000288				184	LTORG	00018400
00028B	7*172EBA060DC730			185	=0*1E+70*	
000290	00000000			186	=V(OL2PROLG)	
000294	00000000			187	=V(OL2EPL0G)	
				188	END	00018500

WGRK AREA
ADDRESS OF TARGET

CONSTANT TRUE ZERO
ZERO FRACTION CONSTANT
ROUNDING FRACTION CONSTANT

ADDRESS OF X(1)
ADDRESS OF Y(1)


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LOC  OBJE CT CODE  ADDR1 ADDR2  STMT  SOURCE STATEMENT
2      COPY  PIFUN
3      MACRO
4      PIFUN ENTRY
5      ** MACRO TO PRODUCE SIGNIFICANT DIGIT FUNCTION ROUTINES.
6      ** USING PL/I FUNCTION CALLING CONVENTIONS AND PL/I LIBRARY.
7      ** MACRO VARIABLE: ENTRY IS THE LAST 3 OR 4 LETTERS IN ENTRY
8      ** POINT <HEX>.
9      ** OCL 0LXXXX ENTRY ( FLOAT BIN(53) ) /* UNNORMALIZED ARGUMENT */
10     ** RETURNS ( FLOAT BIN(53) ); /* UNNORMALIZED FUNCTION */
11 0LENTRY CSECT
12     OS OH
13     USING *,15
14     B **12
15     DC AL(17)
16     DC CL7*0LENTRY,
17 ** MAKE THIS ROUTINE TRANSPARENT BETWEEN CALLER AND LIBRARY ROUTINE
18 STM 14,6,0LENTRY.SA X SAVE REGISTERS IN OUR SAVE AREA
19 DROP 15
20 LR 2,15 X
21 USING 0LENTRY,2
22 L 3,0(1) X
23 L 6,4(1) X
24 LO 0,0(3) X
25 LTDR 0,0
26 BZ 0LENTRY,22 X BRANCH, IF ZERO FRACTION
27 ** DETERMINE M: THE NUMBER OF LEADING ZEROS IN HEX FRACTION
28 ** SYSL-PLLIB DOES NOT ACCEPT UNNORMALIZED INPUT
29 LA 0,X'7F',
30 IC 4,0(3)
31 NR 4,0 X
32 AO 0,0LENTRY,12 X
33 STO 0,0LENTRY,WK X
34 IC 5,0LENTRY,WK X
35 NR 5,0 X
36 SR 4,5 X
37 BP **8
38 0LENTRY,21 LA 4,1 X
39 LA 1,0LENTRY,PL X
40 L 15,0LENTRY X
41 BALR 14,15
42 LA 0,X'7F',
43 IC 5,0LENTRY,FN
44 NR 5,0 X
45 ** ADJUSTMENT RULE: M2 = M1.
46 AR 5,4
47 CR 5,0 X
48 BH 0LENTRY,0VFL X EXP OVERFLOW DUE TO UNNORMALIZATION?
49 LO 0,0LENTRY,FN X YES, GO SIGNAL OVERFLOW
50 IC 5,0LENTRY,FN X GET NORMALIZED FUNCTION VALUE
51 AR 5,4 R5 := SIGN+EXPONENT
52 DCTR 5,0
53 STC 5,0LENTRY,ZF X
54 AW 0,0LENTRY,ZF X UNNORMALIZE BY (M2-1)
55 STC 5,0LENTRY,INCR X
56 AO 0,0LENTRY,INCR X ROUNDOFF ON DIGIT TO BE SHIFTED OFF

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00000100
00000200
00000300
00000400
00000500
00000600
00000700
00000800
00000900
00001000
00001100
00001200
00001300
00001400
00001500
00001600
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00002800
00002900
00003000
00003100
00003200
00003300
00003400
00003500
00003600
00003700
00003800
00003900
00004000
00004100
00004200
00004300
00004400
00004500
00004600
00004700
00004800
00004900
00005000
00005100
00005200
00005300
00005400

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PIFUN: A MACRO TO GENERATE SD FUNCTION ROUTINES

PAGE 2

LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	
57	LA	5,115)				00005500
58	STC	5,ENTRY.ZF				00005600
59	AW	0,ENTRY.ZF X			UNNORMALIZE BY M2	00005700
60	ENTRY.EXIT	EQU *				00005800
61	STD	0,0(6) X			MOVE F(X) TO TARGET	00005900
62	LM	14,6,ENTRY.SA X			RESTORE REGISTERS	00006000
63	BR	14 X			RETURN TO CALLER	00006100
64	SPACE	1				00006200
65	ENTRY.Z2	EQU * X			ZER0 FRACTION ARGUMENT SECTION	00006300
66	STD	0,ENTRY.WK				00006400
67	CLI	0(3),X*00'				00006500
68	RE	ENTRY.Z1 X			BRANCH BACK, IF TRUE ZERO	00006600
69	SR	4,4				00006700
70	IC	4,0(3)				00006800
71	S	4,F*64* X			R4 := RELATIVE ZERO EXP	00006900
72	BP	*+8				00007000
73	LO	0,ENTRY.IRZ X			F(X) FOR NON-POSITIVE EXP	00007100
74	B	ENTRY.EXIT				00007200
75	SPACE	1				00007300
76	ENTRY.OVFL	LD 0,=D*1E+70*				00007400
77	MD	0,=D*1E+70*				00007500
78	SPACE	1				00007600
79	ENTRY.ZF	DC 0*0* X			CONSTANT ZERO FRACTION	00007700
80	ENTRY.T2	DC 0*0* X			CONSTANT TRUE ZERO	00007800
81	ENTRY.WK	DS D X			WORK AREA	00007900
82	ENTRY.FN	DS D X			NORMALIZED FUNCTION VALUE	00008000
83	ENTRY.INCR	DC X*0000000000000000*			ROUNDING CONSTANT	00008100
84	ENTRY.IONE	DC X*4000000000000010*			IMPRECISE ONE	00008200
85	ENTRY.IRZ	DC X*4000000000000000*			IMPRECISE ZERO	00008300
86	ENTRY.SA	DC 9F*0* X			OUR SAVE AREA	00008400
87	VENTRY	DC V(1HEENTRY) X			LIBRARY ROUTINE ENTRY POINT	00008500
88	ENTRY.PL	DC A(ENTRY.WK) X			PARMETER LIST FOR LIB ROUTINE	00008600
89	DC	X*80*,AL3(ENTRY.FN)				00008700
90	LTORG					00008800
91	OROP	2				00008900
92	MEND					00009000

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Supplementary Notes

Abstracts

This report is concerned with the implementation of significant digit arithmetic using the unnormalized arithmetic of Metropolis and Ashenhurst. One of the primary objectives was to design the basic software modules for inclusion into the OL/2 array language; however, these modules are written in assembly language and therefore are adaptable to other software systems for the IBM 360/370 machines. A discussion of significance arithmetic, including the nontrivial problem of input/output, is presented. Examples are provided in Appendix A.

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